

# JavaScript Plugin

Tony Voss

Version 2.2 14 Nov 2023 - [plugin history here](#)

Contents	Page
1. Introduction and summary	7
The basics	7
JavaScript and the embedded engine	8
File strings	8
Multiple consoles	8
Arranging a console	8
2. JavaScript plugin extensions	9
print(arg1, arg2...)	9
print<colour>(arg1, arg2...)	9
printUnderlined(arg1, arg2...)	9
alert(arg1, arg2...)	9
printLog(arg1, arg2...)	9
messageBox(message)	9
readTextFile(fileNameString)	10
writeTextFile(text, fileNameString, mode)	10
require(moduleName)	10
toClipboard(text)	10
text = fromClipboard()	11
timeAlloc(milliseconds)	11
consoleHide() or consoleHide(name)	11
consoleShow() or consoleShow(name)	11
consolePark() or consolePark(name)	11
consoleName(name)	11
stopScript() or stopScript(string)	11
Event handling	11
onSeconds(functionName, seconds[, parameter])	12
onDialogue(function, dialogue)	12

Understanding the result	12
Implicit result	12
Explicit result	13
scriptResult(arg1, arg2...)	13
<b>3. OpenCPN APIs</b>	<b>14</b>
OCPNpushNMEA0183(sentence)	14
OCPNpushNMEA0183(sentence, driverHandle)	14
OCPNgetMessageNames()	14
OCPNsendMessage(messageName[, message])	14
OCPNnonNMEA0183(functionName)	14
OCPNnonNMEA0183(functionName, ident)	14
OCPNnonNMEA2000(functionName, pgn)	15
OCPNnonActiveLeg(functionName)	15
OCPNnonMessageName(functionName, messageName)	16
navdata = OCPNgetNavigation()	17
OCPNnonNavigation(function)	17
OCPNgetARPgpx()	17
OCPNgetNewGUID()	17
OCPNgetPluginConfig()	18
config = OCPNgetOCPNconfig()	18
OCPNrefreshCanvas()	18
OCPNgetAISTargets()	19
<b>Positions</b>	<b>20</b>
APIs for positions	20
OCPNgetVectorPP(fromPosition, toPosition)	20
OCPNgetPositionPV(fromPosition, vector)	20
OCPNgetGCdistance(Pos1, pos2)	20
OCPNgetCursorPosition()	20
<b>Waypoints</b>	<b>21</b>
APIs for waypoints	22
OCPNgetWaypointGUIDs(selector)	22
OCPNgetActiveWaypointGUID()	22
OCPNgetSingleWaypoint(GUID)	22
OCPNdeleteSingleWaypoint(GUID)	22

GUID = OCPNaddSingleWaypoint(waypoint)	22
OCPNupdateSingleWaypoint(waypoint)	23
<b>Routes</b>	<b>24</b>
APIs for routes	24
OCPNgetRouteGUIDs(selector)	24
OCPNgetActiveRouteGUID()	24
OCPNgetRoute(GUID)	24
OCPNdeleteRoute(GUID)	24
GUID = OCPNaddRoute(route)	24
OCPNupdateRoute(route)	25
<b>Tracks</b>	<b>26</b>
APIs for tracks	26
OCPNgetTrackGUIDs(selector)	26
GUID = OCPNaddTrack(track)	26
OCPNgetTrack(GUID)	26
OCPNdeleteTrack(GUID)	26
OCPNupdateTrack(track)	26
<b>Menus</b>	<b>27</b>
OCPNnonContextMenu(function, menuItem [,info])	27
<b>Other</b>	<b>27</b>
OCPNsoundAlarm()	27
<b>4. Objects and methods</b>	<b>28</b>
<b>Position constructor</b>	<b>28</b>
Position(lat, lon) or	28
Position({latitude:lat, longitude:lon})	28
<b>Waypoints constructor</b>	<b>30</b>
Waypoint()	30
Waypoint(lat,lon)	30
Waypoint(position)	30
Waypoint(waypoint)	30
<b>About hyperlinks</b>	<b>31</b>
<b>Route</b>	<b>32</b>
Route()           constructs a route object with its methods	32
Route(route) constructs a copy of the given route adding methods	32

About JavaScript objects and OpenCPN objects	34
5. Modules	35
Loading your own functions	35
Writing and loading your own object constructors	35
6. Working with Date Time	36
7. Error handling	37
8. Execution time limit	38
9. Dialogues	39
onDialogue(function, dialogue)	39
Styling	42
Example with styling	42
10. Automatically running scripts	43
11. Working with multiple scripts	44
chainScript(fileString [, brief]);	44
brief = getBrief();	44
12. Working with multiple consoles	45
Communicating between scripts	45
Working with multiple consoles in scripts	45
consoleAdd(consoleName)	45
consoleExists(consoleName)	45
consoleClose(consoleName)	45
consoleGetOutput(consoleName)	45
consoleClearOutput(consoleName)	45
consoleLoad(consoleName, script)	45
consoleRun(consoleName [,brief])	45
consoleBusy(consoleName)	45
onConsoleResult(consoleName, function [, brief])	45
13. Tidying up	47
onExit(functionName)	47
14. Working with SignalK	48
15. Working with NMEA2000	49
Background	49
The NMEA2000 object	49

Shortcut	50
The descriptors	50
Descriptor ambiguity	50
Using the canboat analyser	51
16. Invoking another process	52
Executing a program	52
Warnings	52
<code>result = execute(command);</code>	52
<code>result = execute(command, env, errorOption);</code>	52
Running a shell script	53
17. JavaScript Plugin Tools	53
Consoles	53
Directory	53
NMEA	53
Message	53
Parking	53
Diagnostics	53
18. Tips	54
Examining objects	54
19. Trouble-shooting character code issues	55
Working with non-7-bit characters such as the degree symbol	55
20. Demonstration Scripts	56
A. Save script preferences for next script run	56
B. Process and edit NMEA sentences	56
C. Counting NMEA sentences over time	57
D. Locate and edit waypoint, inserting hyperlinks	57
E. Build routes from NMEA sentences	58
F. Build race courses	59
G. Driver	61
H. TackAdvisor	61
I. SendActiveRoute	61
Instructions for making this work with a device running iNavX	61
Appendix A. NMEA2000 and canboat analyser	63
Appendix B. Plugin version history	65



# 1. Introduction and summary

---

## The basics

`(4+8)/3`

and the result 4 is displayed. But you could also enter, say

```
function fibonacci(n) {
  function fib(n) {
    if (n == 0) return 0;
    if (n == 1) return 1;
    return fib(n-1) + fib(n-2);
  }
  var res = [];
  for (i = 0; i < n; i++) res.push(fib(i));
  return(res.join(' '));
}
print("Fibonacci says: ", fibonacci(20), "\n");
```



[Get code](#)

The script displays

```
Fibonacci says: 0 1 1 2 3 5 8 13 21 34 55 89 144 233 377 610 987 1597
2584 4181
```

This illustrates how functions can be defined and called, including recursively. So we have a super calculator!

This guide includes many JavaScript code examples. You can copy them and paste into the script window to try them or use as a starting point but the formatting does not survive this. For the non-trivial ones, a [Get code](#) link is given whereby you can access the code which you can copy. If the code is too long to copy from that displayed, you can use the Raw button to view it in a copyable form.

Note that the script pane displays line numbers - useful for understanding any syntax error messages. It also supports indent tabbing, which you should use to indent your script as in the above example. It colours the script to aid understanding as follows:

- [Comments](#)
- [Strings](#)
- [JavaScript key words supported](#)
- [Plugin extensions to JavaScript documented in this guide](#)
- [JavaScript key words not supported - do not use these words](#)

You can use the Load button to load JavaScript from a .js file. The file name string is displayed above the script. The Save button saves the script back to the named file and the Save As button allows you to save it to a different chosen file.

If you have previously loaded scripts, Load will display a list of the ten most recently loaded scripts as well as an Other button. You can use the Organise button to move recent scripts into a Favourites list where they will endure.

If a file name string is displayed when the plugin is closed down, that script will be reloaded when the plugin is re-opened.

You can also paste a script in from somewhere else. You might choose to prepare a non-trivial script in a JavaScript-aware editor. I use BBEdit on my Mac.

While a script is running, the Run button changes to Stop. This is relevant when a script is awaiting a call-back from OpenCPN (see later). Pressing Stop will cancel outstanding call-backs.

## JavaScript and the embedded engine

A useful [guide/tutorial on JavaScript can be found here](#). The engine fully supports ECMAScript E5.1 with partial support for E6 and E7.

Note that the embedded engine does not support:

- for-of loops
- classes
- arrow functions

The tutorial also covers JavaScript's use in web pages which is not relevant at this time.

## File strings

---

## Multiple consoles

---

## Arranging a console

---



## 2. JavaScript plugin extensions

As the JavaScript engine is intended for embedding, it does not contain any input/output functionality, which is inevitably environment dependent.

I have implemented extensions to provide some output capability.

### `print(arg1, arg2...)`

The print function displays a series of arguments in the results pane. Each argument can be of type string, number, boolean, array or object. If an argument is an array, the elements will be listed. If it is an object, it will be displayed as its JSON string. Example:

```
print("Hello world ", 10*10, " times over\n");
```

Displays Hello world 100 times over. It is often useful to include the string "\n" as the last character to deliver a newline. If the console has been hidden, it will be shown so that the output can be seen.

### `print<colour>(arg1, arg2...)`

Where <colour> is one of Red, Orange, Green or Blue.

As for print but prints in the specified colour. Example:

```
printGreen("This line will print in green\n");
```

### `printUnderlined(arg1, arg2...)`

Displays the text underlined - useful for headings.

### `alert(arg1, arg2...)`

This is similar to print but the output is displayed in an alert box. The final newline is less necessary here.

This function returns immediately, leaving the alert displayed so as not to hold up OpenCPN. The alert window has a button with which the user can dismiss the alert once read.

Because of the immediate return, it is possible to raise a subsequent alert before the previous one has been dismissed. In this case, the subsequent alert text will be added to the existing alert.

If you call alert with no argument, it returns the existing status true or false indicating whether the alert is being displayed, so you can test whether the alert has been dismissed by calling it without any arguments.

If you call alert with a single argument of false, any existing alert will be dismissed.

Example:

```
alert("This is the first alert");
alert("\nThis text will be added to the first alert");
[... other script steps]
if (alert()) print("The alert has not yet been dismissed\n");
alert(false); // dismisses alert
```

The script will not complete until any alert has been dismissed, although you can use the stopScript() function or the Stop button to force script termination.

The alert box can be dragged where you wish and this repositioning will be remembered for subsequent alerts, including across OpenCPN relaunches.

### `printLog(arg1, arg2...)`

Prints to the OpenCPN log file. No final newline is needed. Use sparingly.

### `messageBox(message)`

There are various options available

```
choice = messageBox(message);
choice = messageBox(message, "OK");
choice = messageBox(message, "");
```

All these display the message in a message box with OK and Cancel buttons. The message may contain "\n" to split it across lines.

```
choice = messageBox(message, "YesNo");
```

Instead of the OK button, Yes and No buttons are provided

By default, the message box has a caption identifying it is from the JavaScript plugin and the console name. You can supply your own caption as a third argument. An empty string suppresses the caption.

```
choice = messageBox(message, "YesNo", "My caption");
```

The value of choice indicates which button was selected

1	OK
2	Yes
3	No

The cancel button raises a cancel error, which will normally terminate the script. You can handle the error yourself by catching it with the JavaScript try/catch capability - see [Error Handling](#).

The message is displayed as a modal dialogue so the script does not continue until a button is selected. This is useful for multistep processing. It may impact the functioning of OpenCPN and the accessibility of other windows and its effect should be checked if conducting critical navigation. If called from within a callback, it will block all other callbacks. To avoid these issues, use alert or onDialogue.

### readTextFile(fileNameString)

Reads the text file fileNameString and returns the text as a string. Example:

```
input = readTextFile("/Users/Tony/myfile");
print("File contains: ", input, "\n");
```

If the given fileNameString is not absolute, it will be looked for in the current directory as currently set for the plugin.

If the fileNameString commences "https:" or "http:", it is taken to be a URL and the file will be read from that location.

NB OpenCPN will be blocked while the file is read.

### writeTextFile(text, fileNameString, mode)

Writes the text to the file fileNameString.

If mode = 0, the file must not exist.

If mode = 1, any existing file will be overwritten.

If mode = 2, the text will be appended to any existing lines in the file.

Example:

```
writeTextFile("/Users/Tony/myfile.txt");
```

If the given fileString is not absolute, it will be looked for or created in the current directory as currently set for the plugin.

### require(moduleName)

Loads and compiles the given module. See the [Modules section](#).

### toClipboard(text)

Copies the supplied text string to the clipboard.

See [an example application here](#).

`text = fromClipboard()`

Returns the contents of the clipboard as a string.

`timeAlloc(milliseconds)`

If a script takes too long to run, it will time out to avoid blocking other functions of OpenCPN. This function grants more time and returns the time remaining at the time of the call. See the [Execution time limit](#) section.

`consoleHide()` or `consoleHide(name)`

Hides the console.

If a console name is given, that console will be hidden.

If hidden, the console will reappear when any output is added to the output window and on script termination.

**NB Prior to plugin version 0.4, this function took a value of true or false. This use is deprecated.**

`consoleShow()` or `consoleShow(name)`

Shows the console.

If a console name is given, that console will be shown.

`consolePark()` or `consolePark(name)`

Parks the console out of the way or if a name is given that console is parked. Parking a console is usually better than hiding it as you can gain access to it by enlarging it without toggling the hide/show status, which effects all the consoles.

If no other consoles are parked, it will be parked in the left-most position at the top of the screen.

If other consoles are already parked, the console will be parked to the right of the rightmost parked console.

When a parked console is moved to a different level, it is no longer regarded as parked.

If this script step is performed in a console already parked, it will be minimised in the same parking position.

The parking place and spacing has a default location which is platform dependent. You can use the `Parking` tab in the tools to set your own custom location. This takes you through manually parking two consoles by which the plugin learns how you want consoles to be parked.

`consoleName(name)`

Changes the name of the console to that given. Returns the name.

If the argument is omitted, the existing name is returned.

You can also change any console's name in the consoles pane of the tools.

`stopScript()` or `stopScript(string)`

Causes the script to stop. If a string argument is supplied, it becomes the result.

## Event handling

Often it is necessary to set up a response to an event. Many functions set up a call-back to a function you supply and their function names include **on**. The first argument is the name of the function to be called on the event (not in quote marks). These calls set up one call-back only. If you want the function to be called repeatedly, it needs set up the next call within it. When the 'on' function is executed, a check is made that the nominated function exists within your main code. Usually any error will be reported on compilation. However, where a call is made within a called-back function, the error can only be discovered at that time.

## onSeconds(functionName, seconds[, parameter])

Sets up a call to `functionName` after a time of `seconds` have elapsed. Optionally, you may include a third parameter, which will be used as the argument for the call-back. Example:

```
onSeconds(timesUp, 15, "15 seconds gone");
function timesUp(what){
    print(what, "\n");
}
```

After 15 seconds, this would display the message `15 seconds gone`.

Unlike other call-backs, you may set up up to 10 timed call-backs to different functions or the same function but each call-back is fulfilled only once. If multiple call-backs are due at the same time, they are fulfilled in the order they were set up.

Calling `onSeconds` with no parameters `onSeconds()` cancels all timers and their callbacks.

## onDialogue(function, dialogue)

Opens a dialogue window as defined in the `dialogue` argument which must be an array of structures each describing an element of the dialogue.

This function returns immediately to avoid holding up OpenCPN while you respond to the dialogue.

When you select one of the action buttons, the specified `function` is called with a modified copy of the dialogue structure as its argument. Example:

```
onDialogue(process, [{type:"field", label:"name"}]);

function process(dialogue){
    print("Name is ", dialogue[0].value, "\n");
}
```

This script displays a dialogue with a single field labelled `name` together with an OK button. When the button is selected, the entered name is printed.

Complex dialogues with multiple components can be constructed and processed. This is described in the separate section [Dialogues](#).

The script will not complete while a dialogue remains open, although you can use the Stop button or `exitScript()` to force script termination.

The dialogue box can be dragged where you wish and this repositioning will be remembered for subsequent dialogues, including across OpenCPN re-launches.

A call of `onDialogue(false)` will dismiss any existing dialogue and return `true` if there was an existing dialogue.

# Understanding the result

## Implicit result

```
3+4;
3 == 4;
```

the result is `false`. The `3+4` is not the last statement. The last statement has a boolean value of `false`.

For

```
print("Hi there!\n");
```

this will display `Hi there!` and the result is undefined as the `print` function does not return a result.

If there are callbacks, the display of the result will be held over until the last callback has been completed or the script is stopped or an error has been thrown.

## Explicit result

Instead of the implicit result, you can make it explicit using the `scriptResult` function:

```
scriptResult(arg1, arg2...)
```

The arguments are the same as for `print`. This sets the result to what would be printed and it is displayed as the result later.

If `scriptResult()` is called more than once, the last call overrides previous calls.

The function returns the result that will be displayed, so you can manipulate previous results.

```
scriptResult("My result");
```

```
...
```

```
scriptResult("Previous result was: ", scriptResult());
```

This would leave a result of `Previous result was: My result`

If the `scriptResult` is set to null or the empty string "", the result is suppressed entirely.

```
scriptResult(null);
```

## 3. OpenCPN APIs

I have developed a number of APIs to access the functionality of OpenCPN.

These are all functions with names starting with *OCPN*.

**OCPNpushNMEA0183(sentence)**

**OCPNpushNMEA0183(sentence, driverHandle)**

The earlier form *OCPNpushNMEA* is deprecated,

Sentence is an NMEA sentence. It will be truncated at the first \* character, thus dropping any existing checksum. A new checksum is appended and the sentence pushed out over the OpenCPN connections. Example:

```
OCPNpushNMEA("$OCRMB,A,0.000,L,,Yarmouth," +  
"5030.530,N,00120.030,W,15.386,82.924,0.000,5030.530,S,00120.030,E,V");
```

A check is made that the sentence starts with an NMEA heading. Officially, the maximum length of an NMEA sentence with checksum is 80 but OpenCPN allows much longer sentences.

If *driverHandle* is specified, the sentence will be pushed through the specified connection. Otherwise it will be pushed to all relevant connections. See Driver handles.

The previous API *OCPNpushNMEA* is deprecated in favour of *OCPNpushNMEA0183*.

**OCPNgetMessageNames()**

Returns a list of the message names seen since the console was created. The list is one name per line. If a call-back is outstanding for that message, the name of the function is also displayed. Example:

```
print(OCPNgetMessageNames());
```

This is primarily used to determine what messages are being received and their precise names.

**OCPNsendMessage(messageName[, message])**

Sends an OpenCPN message. *messageName* is a text string being the name of the message to be sent, as reported by *OCPNgetMessageNames*. Optionally, you may include a second parameter being the JSON string of the message to be sent. Example:

```
routeGUID = "48cf3bc5-3abb-4f73-8ad2-994e796289eb";  
OCPNsendMessage("OCPN_ROUTE_REQUEST",JSON.stringify({"GUID":routeGUID}));
```

Before making this call, you should have set up a call-back function using *OCPNonMessageName*. Sending a message to *OCPN\_DRAW\_PI* is not supported and will throw an error.

**OCPNonNMEA0183(functionName)**

**OCPNonNMEA0183(functionName, ident)**

The earlier form *OCPNonNMEAsentence* is deprecated

Sets up a function to process the next NMEA0183 sentence received by the plugin. The function returns a structure containing *OK* - a boolean value concerning the validity of the checksum - and *value* - the sentence itself. Example:

```
OCPNonNMEA0183(processNMEA);
```

```
function processNMEA(result){  
    if (result.OK) print("Sentence received: ", result.value, "\n");  
    else print("Got bad NMEA checksum\n");  
}
```

If *ident* is omitted, any NMEA0183 sentence will be passed to the function. Only a single one of these 'any sentence' calls can be outstanding.

If ident is provided, it must be 3 or 5 letters specifying the sentence type to be received. If 5 letters, the talker ID is ignored. You can have multiple requests outstanding, allowing you to handle different sentence types in different functions.

You can have both one 'any sentence' and specific sentence calls.

### OCPNonNMEA2000(functionName, pgn)

Sets up a function to process to handle the next payload for the given PGN.

The function will be called with three arguments as in this example:

```
OCPNonNMEA2000(handle, pgn);  
function handle(payload, pgn, source){  
    // payload is binary message  
    // source is the OpenCPN handle for the input driver
```

The payload comprises an Actisense header followed by the NMEA data

Byte offset	Containing
00, 01	0x93, xx
02	priority
03-05	pgn (binary)
06	destination
07	source
08-11	timestamp (undefined in OpenCPN)
12	count for NMEA2000 data
13 onwards	NMEA2000 data

See [Working with NMEA2000](#) for how to work with this.

### OCPNonActiveLeg(functionName)

Sets up a function to process the next active leg information received by the plugin. The function returns a structure containing the following attributes:

.markName	Destination waypoint name - abbreviated to six characters
.bearing	Bearing to waypoint
.distance	Distance to waypoint
.xte	The cross-tack error
.arrived	true if within the arrival circle, else false

Example:

```
OCPNActiveLeg(processInfo);
```

```
function processInfo(info){
    print(info.distance, " nm to go to mark ", info.markName, "\n");
}
```

### OCPNMessageName(functionName, messageName)

Sets up a call-back to `functionName` next time a message with the name `messageName` is received. The function is passed the message, which is in JSON format. Example:

```
routeGUID = "48cf3bc5-3abb-4f73-8ad2-994e796289eb";
OCPNMessageName(handleRT, "OCPN_ROUTE_RESPONSE");
OCPNsendMessage("OCPN_ROUTE_REQUEST", JSON.stringify({"GUID":routeGUID}));
```

```
function handleRT(routeJS){
    route = JSON.parse(routeJS);
    try {print("RouteGUID ", routeGUID, " has the name ",
        route.name, "\n");}
    catch(err){print("No such route\n");}
};
```

[Get code](#)

Notes:

- I have here set up the call-back before sending the request to be sure the call-back is in place when the message arrives.
- If the route GUID does not exist, the print will fail, so I am using JavaScript's `try & catch` to handle this.



## navdata = OCPNgetNavigation()

This function returns the latest OpenCPN navigation data as a structure as shown:

Attributes	.fixTime		Time of fix in seconds since 1st January 1970
	.position	.latitude	latitude in degrees
		.longitude	longitude in degrees
	.SOG		Speed Over Ground
	.COG		Course Over Ground
	.HDM		Heading Magnetic
	.HDT		Heading True
	.variation		Magnetic variation
	.nSats		Number of satellites

Example use:

```
fix = OCPNgetNavigation();
print("Last fix had ", fix.nSats, "satellites\n");
```

While developing this API, I experimented with making it Signal K friendly and returned a Signal K style structure, which is much more complicated. That version remains available as

## OCPNgetNavigationK();

If you want to explore this, you can print the structure.

## OCPNNonNavigation(function)

This is an alternative to OCPNgetNavigation(). The function is called with the navigation data its argument the next time the navigational data changes. The data structure is same as that returned by OCPNgetNavigation except that .HDM and .nSats are not included.

## OCPNgetARPgpx ( )

This function returns the active route point as a GPX string or an empty string if there is no active route point. You need to parse the GPX string as required. Example:

```
APRgpx = OCPNgetARPgpx(); // get Active Route Point as GPX
if (APRgpx.length > 0){
    waypointPart = /<name>.*</name>/.exec(APRgpx);
    waypointName = waypointPart[0].slice(6, -7);
    print("Active waypoint is ", waypointName, "\n");
}
else print("No active waypoint\n");
```

[Get code](#)

## OCPNgetNewGUID ( )

This function returns a new GUID string as generated by OpenCPN.

## OCPNgetPluginConfig()

This function returns a structure detailing the plugin configuration with the following attributes:

Attributes	.PluginVersionMajor	Plugin version
	.PluginVersionMinor	
	.patch	Patch number
	.comment	Any comment about the version
	.ApiMajor	OpenCPN API version number
	.ApiMinor	
	.wxWidgets	wxWidgets version number
	.DuktapeVersion	Duktape JavaScript engine version number
	.inHarness	True if plugin running in the test harness, else false

## config = OCPNgetOCPNconfig()

Returns the OCPN configuration as a JSON string.

You could print this to see what information is available.

By default this is the configuration at the time the plugin was activated. If the configuration might have changes, you can get an updated version through the OCPNsendMessage and OCPNnonMessageName mechanism.

## OCPNrefreshCanvas()

Refreshes the canvas window. If your script has made changes to displayed information such as waypoints or routes, this will update the display accordingly.

## OCPNgetAISTargets ( )

Returns an array of the AIS objects each with the following attributes:

.MMSI	The target's MMSI number
.shipName	Ship name (if received)
.class	0 if Class A; 1 if Class B
.callSign	Radio callsign
.IMO	Ship identification number
.shipType	Number representing the ship type, including: 19 pleasure vessel 34 vessel diving 36 sailing vessel 37 pleasure craft 40 high speed craft 50 pilot vessel 52 tug 70 cargo ship <a href="#">Fuller list here.</a>
.navStatus	Number representing the navigational status. The following values are believed to have the meaning ascribed: 0 underway 1 at anchor 5 moored 14 AIS SART 15 AIS SART test <a href="#">Fuller list here.</a>
.position.latitude .position.longitude	Position
.range	Range in nm
.bearing	Bearing °T
.CPAvalid	if true, CPA details valid
.CPAminutes	Time to CPA in minutes
.CPAnm	Nautical miles distance at CPA
.alarmState	0 no alarm 1 alarm set 2 alarm acknowledged

# Positions

```
myPosition = {latitude:61,longitude:2};
```

The difference between two positions is a vector comprising a bearing and distance pair.

## APIs for positions

### OCPNgetVectorPP(fromPosition, toPosition)

Returns the vector to move from the first position to the second position. Example:

```
move = OCPNgetVector({latitude:61,longitude:2},
                    {latitude:60,longitude:2});
print(move, "\n");
// prints {"bearing":180,"distance":60}
```

### OCPNgetPositionPV(fromPosition, vector)

Given a position and a vector, returns the position after applying the vector. Example:

```
start = {latitude:55, longitude:-1};
vector = {bearing:180, distance:60};
end = OCPNgetPositionPV(start, vector);
print("end position ", end, "\n");
// prints end position {"latitude":54.001, "longitude":-1}
```

Note: any methods in the start position are not inherited in the returned position - only the latitude and longitude are returned. See [Objects and Methods](#) for instructions on how to create a new position with methods.

### OCPNgetGCdistance(Pos1, pos2)

Returns the great circle distance between two positions.

### OCPNgetCursorPosition()

Returns the cursor position as a latitude and longitude pair.

# Waypoints

Property	Description	Notes
.GUID		
.position	.latitude .longitude	Required
.markName	The waypoint mark name - default is Circle	
.description	Free text description of waypoint	
.isVisible	<code>true</code> if waypoint is displayed - default ??	
.isNameVisible	<code>true</code> if waypoint mark name is displayed - default is <code>false</code>	
.iconName	Can be set in mixed text case but is always returned in lower case only	
.iconDescription	The icon name in mixed case, as in the property's window	Read only
.nRanges	Number of range rings - default is 0	
.rangeRingSpace	Space between rings - default 1.0	
.rangeRingColour	In HTML hex format - default #FF0000 (red)	
.useMinScale	If <code>true</code> , only display waypoint at large scale - default ??	
.minScale	If <code>.useMinScale</code> is <code>true</code> , the minimum scale for waypoint to be displayed - default 1e9	
.hyperlinkList	Array of hyperlinks, each containing .description   text to be linked .link           The URL to link to .type           (use unknown - do not use)	
.creationDateTime	Creation date/time in milliseconds since 1st January 1970 (to 1 second)	
.isFreeStanding	If <code>true</code> , this waypoint exists independently of any route and appears in the waypoints list. If <code>false</code> , this waypoint exists only by being included in one or more routes.	Read only
.routeCount	Count of the number of routes in which this waypoint occurs	Read only

## APIs for waypoints

Later in this guide in [Objects and methods](#) I describe the **position**, **waypoint** and **route** objects, which are the most powerful way of handling these concepts in JavaScript.

This section documents the underlying APIs used to implement them. You can call these APIs directly, if you wish, but the returned structures will not include any methods.

### OCPNgetWaypointGUIDs(selector)

Returns an array of waypoint GUIDs.

selector determines which GUIDs are returned and can take the following values  
0 or selector omitted objects not in layer  
1 objects in a layer  
-1 all objects both in layer and not  
NB Prior to OpenCPN v5.8 and plugin v2.1 this selector is ignored and all objects are returned, as if it were -1. Thus the behaviour of OCPNgetWaypointGUIDs() has changed.

Example:

```
var GUIDs;  
GUIDs = OCPNgetWaypointGUIDs();  
print("There are ", GUIDs.length,  
      " waypoints and number 3 has the GUID ", GUIDs[3], "\n");  
// prints in my case There are 236 waypoints and number 3 has the GUID  
// 5caa0922-3e7c-432d-b075-afe34fbb19b1
```

Note: the returned array includes the self-standing waypoints that are listed in the waypoints tab of the Route & Mark Manager and also routepoints that are only used in routes which are not included in that list.

### OCPNgetActiveWaypointGUID()

Returns the GUID of the active waypoint or false if none.

### OCPNgetSingleWaypoint(GUID)

Returns a waypoint structure for the given GUID. Throws an error if the GUID does not exist.

Example:

```
GUID = "137eecdd-e3e0-4eea-9d72-6cec0e500dbe";  
myWaypoint = OCPNgetSingleWaypoint(GUID);  
print("Waypoint name is ", myWaypoint.markName, "\n");
```

### OCPNdeleteSingleWaypoint(GUID)

Deletes a single waypoint, given the GUID.

Example:

```
OCPNdeleteSingleWaypoint("6aaded39-8163-43ff-9b6d-13ad729c7bb1");
```

Throws an error if there is no existing waypoint with the given GUID.

### GUID = OCPNaddSingleWaypoint(waypoint)

Adds a single waypoint into OpenCPN. The argument must be a waypoint structure.

If `waypoint.GUID` contains a GUID, that will be used. If that GUID already exists, an error is thrown. If no GUID is provided, a new GUID will be obtained for you. This function returns the GUID used. If you do not supply a GUID, you need to save the returned one if needed.

Example:

```
newWaypoint = {position:{latitude: 60, longitude:-1}};  
newWaypoint.markName = "Near pub";  
newWaypoint.iconName = "anchor";  
newWaypoint.isVisible = true;  
newWaypoint.description = "Good pub close by ashore";  
GUID = OCPNaddSingleWaypoint(newWaypoint);  
newWaypoint.GUID = GUID; // store the allocated GUID back in newWaypoint
```

### OCPNupdateSingleWaypoint(waypoint)

Updates a single waypoint into OpenCPN. The argument must be a waypoint structure with an existing GUID.

Throws an error if there is no existing waypoint with the given GUID.

# Routes

.GUID	
.name	Route name
.from	From text
.to	To text
.description	The route description
.isVisible	True if the route is being displayed else false
.isActive	True if this route is active
.waypoints	Array of waypoints in route

## APIs for routes

### OCPNgetRouteGUIDs(selector)

Returns an array of route GUIDs. See [this page](#) for specification of selector.

### OCPNgetActiveRouteGUID()

Returns the GUID of the active route if any, else false.



When a route is active, OCPNgetActiveWaypoint() returns the GUID of the active waypoint within the route. If the same waypoint occurs more than once in the same route, it is not possible to learn which of its occurrences is the active one.

### OCPNgetRoute(GUID)

Returns a route structure for the given GUID, complete with an array of the waypoints. Throws an error if route does not exist.

Example:

```
myRoute = OCPNgetroute("137eecdd-e3e0-4eea-9d72-6cec0e500abc");  
print("Route name is ", myRoute.name, "\n");
```

### OCPNdeleteRoute(GUID)

Deletes a route, given the GUID.

Example:

```
OCPNdeleteRoute("6aaded39-8163-43ff-9b6d-13ad729c7abc");
```

Throws an error if the route does not exist.

Any waypoints in the route that are not free-standing and are not included in any other route will be deleted.

### GUID = OCPNaddRoute(route)

Adds a route into OpenCPN. The argument must be a route structure, which should contain an array of waypoints.

If a waypoint is an existing one, only the GUID need be supplied. The other attributes will be ignored.



If a waypoint is new, do not include a GUID. A new point will be created using the attributes of the point.

If `route.GUID` contains a GUID, that will be used. Otherwise a new GUID will be obtained for you. This function returned the GUID used. If you do not supply a GUID, you need to save the returned one if needed. If you supply a GUID and it is already in use, an error is thrown.

### OCPNupdateRoute(route)

Updates a route into OpenCPN. The argument must be a route object with an existing GUID.

Throws an error if there is no existing route with the included GUID.

This API can be used to

- update the attributes of the route structure as listed above
- add, remove or reorder waypoints in the route

Note: if an included waypoint has no GUID, it will be added as a new routepoint. If it has a GUID, that will be assumed to be an existing waypoint and the rest of the waypoint structure is ignored.

If you want to update a waypoint's details, use the `OCPNupdateSingleWaypoint` function on that waypoint.

# Tracks

.GUID	
.name	Track name
.from	From text
.to	To text
	St
.waypoints	Array of trackpoints, each of which comprises .latitude .longitude .timeStamp

## APIs for tracks

### OCPNgetTrackGUIDs(selector)

Returns an array of route GUIDs. See [this page](#) for specification of selector.

### GUID = OCPNaddTrack(track)

Adds a track into OpenCPN. The argument must be a track structure, which should contain an array of trackpoints.

If a trackpoint is an existing one, only the GUID need be supplied. The other attributes will be ignored.

If a trackpoint is new, do not include a GUID. A new point will be created using the attributes of the trackpoint.

If `track.GUID` contains a GUID, that will be used. Otherwise a new GUID will be obtained for you. This function returned the GUID used. If you do not supply a GUID, you need to save the returned one if needed. If you supply a GUID and it is already in use, an error is thrown.

### OCPNgetTrack(GUID)

Returns a track structure for the given GUID, complete with an array of the trackpoints. Throws an error if the track does not exist.

### OCPNdeleteTrack(GUID)

Deletes a track, given the GUID.

### OCPNupdateTrack(track)

Updates a track into OpenCPN. The argument must be a track object with an exiting GUID.

Throws an error if there is no existing track with the included GUID.

This API can be used to

- update the attributes of the track structure as listed above
- add, remove or reorder trackpoints in the track

Note: if an included trackpoint has no GUID, it will be added as a new trackpoint. If it has a GUID, that will be assumed to be an existing trackpoint and the rest of the trackpoint structure is ignored.

Changing details of a tracepoint is not supported.

## Menus

### OCPNonContextMenu(function, menuItem [,info])

Adds menuItem to the context menu. When this is selected, the function is invoked and given the position. The position has an additional attribute `info` which contains the third parameter from the above call or an empty string, if none. The context menu item is removed so it must be recreated if it is still required.

Example:

```
menuName = "Drop Anchor";
OCPNonContextMenu(dropMark, menuName);
consolePark();

function dropMark(location){
    waypoint = {
        position: location,
        markName: "Anchorage", iconName:"Anchor",
        minScale: 52000, useMinScale: true,
    }
    OCPAddSingleWaypoint(waypoint);
    OCPNonContextMenu(dropMark, menuName);
}
```

This script adds a context menu item Drop Anchor, which can be used to drop a bespoke anchor mark, which as written here only displays at large scale.

## Other

### OCPNsoundAlarm()

Plays an alarm sound. Returns true if successful.

## 4. Objects and methods

JavaScript supports the use of objects. These can be a convenient way of representing complex data structures together with their own properties and methods.

You can construct your own objects within your script or load a constructor from a file using the `require` function. By convention, constructors have an initial capital letter as a reminder that they are constructors.

The JavaScript plugin has a library of useful constructors for constructing relevant objects and these are described here:

### Position constructor

`Position(lat, lon)` or

`Position({latitude:lat, longitude:lon})`

This constructs a `position` object as follows:

To load constructor	<code>require("Position")</code>	Note: the constructor can take optional latitude & longitude values <code>myposition = new Position(60, -1.5);</code> or it can take a latitude & longitude pair or an existing position object <code>myposition = new Position({latitude:60,longitude:-1.5});</code>
Attributes	<code>.latitude</code>	latitude in degrees
	<code>.longitude</code>	longitude in degrees
	<code>.fixTime</code>	time of position fix if recorded, else 0
Properties	<code>.formatted</code>	Is the position formatted for the human eye
	<code>.nmea</code>	Is the position formatted as used in NMEA sentences. You need to add the comma before and after, if required.
Methods	<code>.NMEAdocode(sentence, n)</code>	decodes the NMEA sentence and sets the position to the nth position in the sentence
	<code>.latest()</code>	Sets the position to the latest position available from OpenCPN and <code>.fixTime</code> to the time of that fix. If no fix has been obtained since OpenCPN was started, the time will be zero.

Example 1:

```
Position = require("Position");           // loads the constructor
myPosition = new Position(58.5, -1.5); // constructs a position
myPosition.longitude = 0.5; // change the longitude
print(myPosition.formatted, "\n"); // displays 58° 30.000'N 000° 30.000'E
print(myPosition.NMEA, "\n");           // displays 5830.000,N,0030.000,E
```

Example 2:

The Position constructor can also be given a latitude & longitude pair structure. Extending the code in Example 1, we could write:

```
shiftedPosition = new Position(OCPNgetPositionPV(myPosition,
    {bearing:180,distance:30}));
print(shiftedPosition.formatted, "\n");
// prints 58° 00.071'N 000° 30.000'W
```

Example 3: Decode an NMEA string and print the second position for the human eye:

```
Position = require("Position");
thisPos = new Position;
sentence =
"$OCRMB,A,0.000,L,,UK-
S:Y,5030.530,N,00121.020,W,0021.506,82.924,0.000,5030.530,S,00120.030,E,V,A*69";
thisPos.NMEAdecode(sentence,2);
print(thisPos.formatted, "\n"); // displays 50° 30.530'N 001° 20.030'W
```

# Waypoints constructor

## Waypoint()

constructs empty waypoint object with its methods

## Waypoint(lat,lon)

constructs waypoint object for the given latitude and longitude

## Waypoint(position)

constructs waypoint object for the given position

## Waypoint(waypoint)

constructs waypoint object for the given waypoint, thus adding the waypoint object methods to a waypoint structure.

The constructed waypoint object is as follows:

To load constructor	<code>require("Waypoint")</code>	
Attributes		As for waypoints
Methods	<code>.add(GUID)</code>	Adds the waypoint into OpenCPN using the optional GUID, which must not already exist. If GUID is omitted, a new GUID will be obtained. Returns the GUID if successful, else an error is thrown. You must save the GUID if needed.
	<code>.get(GUID)</code>	Gets the waypoint from OpenCPN and sets the object to it. If GUID is supplied, that is the waypoint loaded. If GUID is omitted, the GUID in <code>waypoint.GUID</code> is used. Returns the GUID if successful, else an error is thrown. You must save the GUID if there is any doubt which one was used.
	<code>.update()</code>	Updates the waypoint in OpenCPN to match the contents of this object. The GUID in <code>waypoint.GUID</code> must already exist else an error is thrown.
	<code>.delete(GUID)</code>	Deletes the waypoint in OpenCPN with GUID. If GUID is omitted, uses the GUID in <code>waypoint.GUID</code> . An error will be thrown if a waypoint with the GUID does not exist.
	<code>.summary()</code>	Returns a brief readable summary of the waypoint markName and position.

Hint

A waypoint returned from OpenCPN is 'bare' - just containing the attributes and no methods. To add the methods to a bare waypoint, construct a copy using, say

```
bareWaypoint = OCPNgetWaypoint(GUID);
fullWaypoint = new Waypoint(bareWaypoint);
// now you can use...
print(fullWaypoint.summary(), "\n");
```

## About hyperlinks

Waypoints and routes can have a description attribute. They can also have one or more hyperlinks - attributes which load a web link or a local file. A hyperlink is itself an object thus:

In a waypoint object, the hyperlinks exist as an array of objects in the .hyperlinks attribute. Herewith an example of adding hyperlinks to a a waypoint:

```
myWaypoint = newWaypoint;
var link1 = {description:"OpenCPN", link: "https://opencpn.org"};
var link2 = {description:"OpenCPN team", link:
  "https://opencpn.org/OpenCPN/info/team.html"};
// push the hyperlinks onto the array
myWaypoint.hyperlinkList.push(link1);
myWaypoint.hyperlinkList.push(link2);
```

# Route

`Route( )` constructs a route object with its methods

`Route(route)` constructs a copy of the given route adding methods

The constructed route object is as follows:

To load constructor	<code>require("Route")</code>	
Attributes	<code>.name</code>	The route name
	<code>.GUID</code>	
	<code>.from</code>	The from text
	<code>.to</code>	The to text
	<code>.description</code>	The description field
	<code>.waypoints</code>	An array of the waypoints in the route, each being a waypoint object.
	<code>.isVisible</code>	Determine whether the route is displayed.
	<code>.isActive</code>	Read-only. The value is ignored when updating OpenCPN
	<code>.waypoints</code>	An array of the waypoints in the route, each being a waypoint object.
Methods	<code>.add(GUID)</code>	Adds the route into OpenCPN using the optional GUID, which must not already exist. If GUID is omitted, a new GUID will be obtained. Returns the GUID which you may need to save. An error is thrown if the GUID is already in use.
	<code>.get(GUID)</code>	Gets the route from OpenCPN and sets the object to it. If GUID is supplied, that is the waypoint loaded. If GUID is omitted, the GUID in <code>waypoint.GUID</code> is used. Returns the GUID if successful, else an error is thrown. You must save the GUID if there is any doubt which one was used. <code>route.waypoints</code> will be an array of the route's waypoints.
	<code>.update()</code>	Updates the route in OpenCPN to match the contents of this object. The GUID in <code>route.GUID</code> must already exist otherwise an error is thrown.
	<code>.delete(GUID)</code>	Deletes the route in OpenCPN with GUID. If GUID is omitted, uses the GUID in <code>route</code> . If a route with the GUID does not exist, an error is thrown.
	<code>.purgeWaypoints()</code>	Deletes all waypoints within the route object, including the waypoint's hyperlinks.





Hint

A route returned from OpenCPN is 'bare' - just containing the attributes and no methods. To add the methods to a bare route, construct a copy using, say

```
bareRoute = OCPNgetRoute(GUID);  
fullRoute = new Route(bareRoute);  
// now you can use, for example, ...  
fullRoute.update();
```

## About JavaScript objects and OpenCPN objects

It is important to understand the difference between objects in OpenCPN and the objects in a JavaScript representing them. Consider the following:

JavaScript	What changes in JavaScript	What changes in OpenCPN
<code>myRoute = new Route()</code>	New JavaScript route object created	Nothing
<code>myRoute.add()</code>	Nothing	Route is added
<code>myRoute.purgeWaypoints()</code>	Waypoints are purged from the JavaScript object	Nothing
<code>myRoute.delete()</code>	Nothing	OpenCPN route is deleted
<code>delete myRoute</code>	JavaScript object is deleted	Nothing

## 5. Modules

---

### Loading your own functions

As an example of how to write your own functions to load with `require`, consider the fibonacci function [shown above](#).

You could save this into a file, load it with a `require` statement and call it, e.g.:

```
require("myJavaScripts/fibby.js");
print("Fibonacci said: ", fibonacci(10), "\n");
```

### Writing and loading your own object constructors

Constructors work similarly to functions but construct an object . Here is a trivial constructor for an object which includes a method

```
function Boat(_name, _make, _model, _length){
    this.name = _name;
    this.make = _make
    this.model = _model
    this.length = _length;
    this.summary = function(){return(this.name + " is an " +
        this.make + " " + this.model + " of length " +
        this.length +"m\n");}
}
```

Note how the attributes are set when the constructor is called. As this is a constructor, an object must be created from it, once loaded. Example:

```
Boat = require("myjavascripts/Boat.js");
myBoat = new Boat("Antipole", "Ovni", 395, 12);
myBoat.length = 12.2; // correction
print(myBoat.summary(), "\n");
// prints Antipole is an Ovni 395 of length 12.2m
```

## 6. Working with Date Time

```
Position = require("Position");
latestPos = new Position();
latestPos.latest();           // sets to latest position
presentTime = new Date()/1000; // convert to seconds
print("Latest position ", latestPos.formatted);
print("was acquired ", (presentTime - latestPos.time).toFixed(1),
      "s ago");
print(" at ", Date(latestPos.time*1000), "\n"); // time to msecs
```

When I tested the above, it displayed:

*Latest position 50° 41.054'N 002° 5.307'W was acquired 2.7s ago at 2020-08-12 09:47:34.762+01:00*

## 7. Error handling

```
try {
    OCPNdeleteWaypoint("non-existent GUID");
}
catch(error) {
    print("Caught error ", error.message, "\n");
    // corrective action here
}
```

Catch is passed the error object of which error.message is the most useful. The attributes are:

.message	The error message.
.fileName	Name of file where error was thrown.
.lineNumber	Line number within file. If an error is thrown from your script, this will show the line number. However, errors are often thrown from within the plugin and the fileName and lineNumber are for the plugin code rather than your script.
.stack	Stack trace back from the throw.



It is wise to always display the error message. The error might not be what you think it is and without that information you could look for the problem in the wrong place.

## 8. Execution time limit

Your script could get into a continuous loop and never end. This might be because of a simple scripting error or because some condition for ending the script was not being met. As simple example, the following script never ends because true is always true:

```
while(true) ;
```

This would lead to OpenCPN being locked up with the only way out to force-quit OpenCPN - not something you want to happen during navigation!

To protect against this, the plugin places a time limit on script execution and will terminate it if the limit is exceeded. By default this is set at 1000ms. Each callback gets its own 1000ms limit.

The `timeAlloc` function extends the time limit and returns the number of milliseconds remaining at the time of the call before it is extended. Optionally you may provide a new time allocation in place of the default. This new allocation will be used at the call and all subsequent calls not specifying a different one. Subsequent call-backs will be given this allocation.

For a long script, you might use `timeAlloc` to grant extra time once you have reached a point where time might be exhausted.

Beware of using `timeAlloc` in a loop. If the script gets stuck in the loop, it might repeatedly allocate more time thus defeating the timeout mechanism.

```
[ long script steps reach a point where further time will be needed ]  
print("At this point ", timeAlloc(2000), "ms remain\n");  
[ more script steps for which 2000ms have been granted ]
```

There is a detailed time-out tester available.

[Get code](#)

## 9. Dialogues

The onDialogue API provides a way of creating and completing dialogues in a way that does not prevent other functioning of OpenCPN. It is possible to build quite complex dialogues with multiple buttons and this is described in this section.

The basic call is:

**onDialogue(function, dialogue)**

where `function` is the function to be called when a button is selected and `dialogue` is a descriptor of the dialogue to be presented. This function returns immediately so that functioning of OpenCPN is not suspended while the user responds to the dialogue.

`dialogue` is an array of one or more structures each describing an element of the dialogue to be displayed. Each element of the dialogue array must include its type attribute. Which other attributes are applicable depends on the type.

The specified function is given a copy of the dialogue array, in which certain elements will be changed to reflect the action taken with the dialogue, as described in the table in purple. An additional element will have been added identifying the button used to dismiss the dialogue.

type	Purpose	Other attributes Grey items are optional	Explanation
"caption"	Specify caption in dialogue bar	value:"caption"	If value is omitted, the caption will be blank. If no caption element is provided, the caption defaults to "JavaScript dialogue".
"text"	Places text in the dialogue	value:"text"	The text from the value attribute is placed in the dialogue. Multiple text elements can be used to place information as required.
"field"	Provide an input field.	label:"text"	Text to form label for field.
		value:"text"	<b>This attribute will always be included in the returned structure and will be set to the value of the field on completion of the dialogue.</b> If this attribute is included in the call, it will be displayed in the field as placeholder text which can be edited/replaced while the dialogue is open.
		width:number	Width of field. Default is width:100.
		height:number	Height of field. Default is 22 or whatever is needed for larger text set by style.
		multiLine:boolean	If true, the field will be multi-line.
		suffix:"text"	Suffix text to be displayed after the field, e.g. "°T"
		fieldStyle	See below on styling

type	Purpose	Other attributes Grey items are optional	Explanation
"tick"	Provide a tick box	value:"text"	The text against the tick box. If the value starts with "*" that character will not be displayed but the box will be pre-ticked. In the returned structure value will be true or false.
"tickList"	Provide a list of items to tick	value:["A", "B" ...]	In the returned structure, value is an array of the ticked items only. If none, it will be an empty array.
"choice"	Choose one from a list of items.	value:["A", "B" ...]	The first item is the default value. In the returned structure, value is the selected value.
"radio"	Provide a set of radio buttons, of which just one can be selected.  No more than 50 buttons will be displayed.	label:"text"	Text to form label for the buttons. Omit to suppress label.
		value:["one", "two" ...]	Array of texts specifying the button choices. In the returned structure, this attribute will be set to the single button selected on completion of the dialogue (not in an array).
"slider"	Provides a horizontal slider allowing selection of an integer value	range:[start, end]	Numeric values for the start and end of the slider range
		value:number	Initial value of slider In the returned structure, value is the selected value.
		width:number	Width of slider (not a string). Default is width:200.
		label:"text"	Text to form label for the slider. Omit to suppress label.
"spinner"	Provides a numerical field that can be spun up or down	range:[start, end]	Numeric values for the start and end of the spinner range
		value:number	Initial value of spinner. Defaults to zero. In the returned structure, value is the selected value.
		label:"text"	Text to form label for the spinner. Omit to suppress label.
"hLine"	Horizontal line	None	Adds a horizontal line as a separator.



type	Purpose	Other attributes Grey items are optional	Explanation
"button"	Add one or more action buttons	label:"button" or label:["one","two"...]	<p>The label for the button. If more than one, these are specified in an array.</p> <p>If the button starts with '*', it will become the default button, which can be acted on using the enter key. The '*' is not displayed. Example: "*Done"</p> <p><b>In the returned structure, this attribute will be set to the single button selected on completion of the dialogue (not in an array) and without any *.</b></p> <p>If there is no element of type button, a default button "OK" will be added by the plugin. No corresponding element will be added to the returned structure as OK will be the only action choice.</p>

Simple example:

```

myDialogue = [
  {type:"text", value:"Complete this field"},
  {type:"field"},
  {type:"button", label:["Cancel", "*OK"]}
];
onDialogue(action, myDialogue);

function action(dialogue){
  if (dialogue[dialogue.length-1].label == "OK")
    print("Completed field is: ", dialogue[1].value, "\n");
  else print("Cancelled\n");
}

```

## Styling

You may want to adjust the style of text in a dialogue. You can include the `style` attribute with any of the above but it will not have any effect on some dialogue components.

For the field type the style operates on the label, field and any suffix. You can override the style for the field itself with `fieldStyle`

Styling is not included in the returned version of the dialogue array.

style:{style attributes}		Available with fieldStyle?
size:<number>	Font size e.g. size:20	
font:<string>	Font name e.g. font:"courier" If the font name does not match one in your system, it may prevent other style components from working. As a special case, if the font name is set to "monospace", a monospaced font will be used, which is useful when displaying tabular data over multiple lines.	✓
italic:<bool>	e.g. italic:true	✓
bold:<bool>	e.g. bold:true	✓
underline:<bool>	e.g. underline:true	

## Example with styling

Here is an example showing various types and including some styling.

[Get code.](#)

In the [demonstration scripts](#), there is practical application which builds race routes through a series of dialogues.

Boat registration

You may register your boat here

Boat name

Type

Yacht

Motor cruiser

Keel boat

Dinghy

Model

Length (m)

2 10 40

Draught (decimeters)

20

Down wind sails

Spinnaker

Cruising 'chute

Code 0

alert on registration?

## **10. Automatically running scripts**

It is possible to arrange for a script to be automatically loaded and run when the plugin is started, without the need to load the script and run it manually.

Your script needs to be stored in a .js file. Test it before attempting to run it automatically.

When a script has been loaded from a file or saved to one, the auto run button will be shown at the top of the console. If this is ticked before OpenCPN closes normally, then when the plugin is activated, that script will be loaded and run automatically.

If the script hides the console, the console will not be seen until it is unhidden or the script produces output in the output pane or the script terminates.

If a script is running while hidden and you need to stop it, you can make the console appear by toggling the tool bar icon. You could then stop the script if required.

To stop a script running automatically, untick the option before quitting OpenCPN.

In the unlikely event that a script were to crash OpenCPN and that script were being run automatically, OpenCPN might crash immediately on launch before you could stop it running. To get out of this situation, open the `opencpn.ini` file and in the JavaScript section find the offending console name and change `AutoRun=1` to `AutoRun=0`. This will stop the script running automatically on launch.

## 11. Working with multiple scripts

You can link scripts in a chain to be run successively. This can be used to break up long scripts into successive 'chapters'. A script can pass a brief to its successor.

```
chainScript(fileString [, brief]);
```

Loads the script in the file `fileString` into the script window, gives it a brief if supplied and runs it.

The successor script can collect its brief with

```
brief = getBrief();
```

Example:

Let a file `successor.js` contain the script

```
print("Found brief ", getBrief(), "\n");
```

And run the script

```
chainScript("successor.js", "Brief text", true);
```

This last will load and run `successor.js`, which will print

```
Found brief Brief text
```

Although the brief is limited to a text string, an array or structure could be passed as a JSON string.

## 12. Working with multiple consoles

You can have more than one console. Each console has its own script, which runs independently, apart from interactions detailed later.

To create an additional console, use the Consoles tab in JavaScript tools to give it an alphanumeric name and create it. You can also access the tools through the Preferences button in the plugin entry in the list of plugins in the OpenCPN Options panel.

To delete a console, use its close button. As a precaution against accidental loss of a script, the script window must be cleared before being closed. You cannot delete the last and only console.

## Communicating between scripts

### Working with multiple consoles in scripts

```
require("Consoles");
```

```
consoleAdd(consoleName)
```

Adds the console specified, the same as adding via the tools.

An error will be thrown if the console already exists.

```
consoleExists(consoleName)
```

Returns true if the console exists, else false.

```
consoleClose(consoleName)
```

Closes the console.

You cannot close the console running this script step.

```
consoleGetOutput(consoleName)
```

Returns the contents of the output pane of the named console.

```
consoleClearOutput(consoleName)
```

Clears the contents of the output pane of the console.

If the argument is omitted, it clears its own output.

```
consoleLoad(consoleName, script)
```

If script ends with .js, it will load the script from a file of that name. Otherwise, script is taken to be a JavaScript and that is loaded.

```
consoleRun(consoleName [,brief])
```

Runs the script in the console, optionally giving a brief.

```
consoleBusy(consoleName)
```

Returns true if the console is busy running a script or waiting for callbacks, else false;

```
onConsoleResult(consoleName, function [, brief])
```

Runs the script in the console and sets up a call-back to the specified function on completion. The other script is given the brief, if supplied.

On completion, the function is invoked and given an argument being the outcome from the other as a structure with attributes:

.type	The type of outcome as an integer 0 other script threw an error 1 other script timed out 2 other script completed normally 4 other script executed a scriptStop() step 8 other script's console was closed by another script
.value	If an error, the error reason. Otherwise, the script result

### Example

```
require("Consoles");

name = "TestConsole";
if (!consoleExists(name)) consoleAdd(name);
consoleLoad(name, "myJavaScript.js");
onConsoleResult(name, allDone, "Go well");

function allDone(result){
    if (result.type == 1)
        throw("myJavaScript threw error " + result.value);
    print("Result from myJavaScript was ", result.value, "\n");
}
```

This script creates the console if it does not already exist, loads it with a script and runs it giving it a brief. On completion, the callback to function allDone checks for an error and throws an error in itself and otherwise prints the result.

## **13. Tidying up**

Sometimes you may need to tidy up after a script terminates, a console is closed or is terminated because OpenCPN has quit. As an example, the Tack Advisor script creates a temporary two-point route to suggest where to tack. If OpenCPN were to quit with Tack Advisor displaying this route, the route would still exist when OpenCPN is next run although it would then be meaningless.

### **onExit(functionName)**

This call specifies a function to be called after the script has completed, including when a console is stopped. This can be used to clean up. In the above example, any route created to advise where to tack is deleted.

The function is called during the wrapping up process. Some actions within such a function are meaningless. For example, if call-backs are set up they will have no effect. If the onExit function itself throws an error, it will be displayed in the output window but if the window is being closed, it would vanish along with the console. It would be prudent to test the function in a situation where the console remains visible.

The following calls are not allowed in the function and will throw an error:

- require()
- stopScript()
- Any function setting up a callback, such as OCPNNonSeconds

The function will not be called when a script terminates because

- An error has been thrown
- The console has been closed, including closed by another script
- The plugin is deactivated, including when OpenCPN is shut down

## 14. Working with Signalk

OpenCPN process certain Signalk messages. If you wish, you can process Signalk messages in a JavaScript, which has a natural affinity with JSON.

The following script shows how to use the OpenCPN message interface to receive Signalk messages. This illustration script simply prints out certain information.

```
// Listen out for Signalk messages and display
Position = require("Position");
OCPNNonMessageName(received, "OCPN_CORE_SIGNALK");

function received(message){
    signalk = JSON.parse(message);
// uncomment next line to pretty-print object
// print(JSON.stringify(signalk, null, "\t"), "\n\n");
    for (u = 0; u < signalk.updates.length; u++){
        update = signalk.updates[u];
        timeStamp = update.timestamp;
        sentence = update.source.sentence;
        values = update.values;
        for (v = 0; v < values.length; v++){
            what = values[v].path;
            value = values[v].value;
        }
        switch (sentence){
            case "GLL":
                position = new Position(value);
                print("Position at\t\t", timeStamp, " is\t",
                    position.formatted, "\n");
                break;
            case "VTG":
                cog = values[1].value;
                sog = values[2].value;
                print("Over ground at\t\t", timeStamp, " is\tCOG:",
                    cog, "\tSOG:", sog, "\n");
                break;
            case "VHW":
                hdt = values[0].value;
                stw = values[1].value;
                print("Through water at\t", timeStamp, " is\tHDT:",
                    hdt, "\tSTW:", stw, "\n");
                break;
            default:
                }
        }
    OCPNNonMessageName(received, "OCPN_CORE_SIGNALK");
};
```

Sample output:

```
Position at      2023-11-13T13:39:36.000Z is 49° 42.903'N 003° 35.039'W
Over ground at   2023-11-13T12:51:05.808Z is COG:123.4  SOG:2.34
Through water at 2023-11-13T12:51:05.814Z is HDT:125.2  STW:2.86
```



## 15. Working with NMEA2000

An NMEA2000 message type is known as its PGN (Parameter Group Number).

OpenCPN includes decoders for some 50 PGNs and uses these to handle navigational data. Plugins such as Dashboard use them to display a variety of data.

The JavaScript plugin can independently decode and give access to any message for which there is a known description - presently 373.

### Background

Unlike NMEA0183 and Signal K, NMEA2000 messages are complex and coded in binary. How they are encoded is proprietary and available only to NMEA2000 licensees, who are bound by a non-disclosure agreement. However, a few projects have worked out how the various PGNs are enclosed.

The [canboat project](#) has published a list of 'descriptors' - computer readable descriptions of the PGNs and created utilities written in C++ to process messages according to these descriptors.

A daughter project [canboatjs](#) has replicated the code in JavaScript. However, it is a large complex suite of scripts using the latest JavaScript concepts not available to the JavaScript plugin and is not usable for our purpose here.

The JavaScript plugin can independently decode NMEA2000 messages using the [canboat descriptors](#).

### The NMEA2000 object

A script can construct any NMEA2000 object for which there is a [canboat descriptor](#) and can be used to decode NMEA messages into JavaScript objects. An example with comments illustrates this.

```
Nmea2000 = require("NMEA2000");  
// by convention, constructors are given an initial capital letter  
// to remind us it is a constructor and not an object  
  
// construct an NMEA2000 object for 129029 (GNSS Position Data)  
NMEA129029 = new Nmea2000(129029);  
  
// the bare object has the attributes of PGN 129029 but the values are  
// undefined. You could pretty-print it using  
print(JSON.stringify(NMEA129029, null, "\t"), "\n");
```

The object's decode method will decode a PGN 129029 message's data. Example:

```
Pos = require("Position"); // constructor so we can format positions  
OCPNonNMEA2000(handle129029, 129029); // listen for message  
  
function handle129029(message){  
    fix = NMEA129029.decode(message.data); //decodes data in the payload  
    position = new Position(fix.latitude, fix.longitude);  
    print("Position: ", position.formatted, "\n");  
    print("Fix time: ", fix.date + " " + fix.time, "\n");  
    print("using ", fix.numberOfSvs, " satellites\n");  
}
```

Sample output:

```
Position: 52° 37.143'N 001° 28.919'E  
Fix time: 2023.10.22 17:34:59  
using 12 satellites
```

## Shortcut

The above code constructs the NMEA129029 object once at the start and can use it for repeatedly decoding PGN129029 messages. If you are not repeatedly using it, you could construct and decode in one step by including the data for the constructor:

```
fix = new Nmea2000(message.pgn, message.data);
```

## The descriptors

The plugin has a library of descriptors copied from canboatjs. The NMEA2000 constructor loads the appropriate descriptor. Should you wish to view the descriptor, it is available as the .descriptor attribute. You could pretty-print it by

```
print(JSON.stringify(NMEA129029.descriptor, null, "\t"), "\n");
```

One of the descriptor's attributes is .Complete, which is true if it is believed to be a complete description. You could write:

```
print("This descriptor is ",  
NMEA129029.descriptor.Complete?"complete":"doubtful", "\n");
```

You can also load a descriptor directly from the library without using the NMEA2000 constructor:

```
descriptor = require("pgnDescriptors")(129029);
```

You can load an array of all descriptors with

```
descriptors = require("pgnDescriptors")();
```

You might want to decode using a custom descriptor. Perhaps you have a descriptor not in the plugin's library or have a corrected version of a descriptor. You can construct the NMEA2000 object using a custom descriptor in place of one from the library using one of these:

```
NMEAspecial = new Nmea2000(myDescriptor);  
NMEAspecial = new Nmea2000(myDescriptor, message.data);
```

## Descriptor ambiguity

Some PGNs are used differently by different manufacturers. For example PGN 130824 is used differently by Maretron for Annunciator and B&G for key-value data. Attempts to load PGN 130824 will throw an error citing this ambiguity.

However, you can load an array containing all definitions of a PGN using, e.g.:

```
descriptors = require("pgnDescriptors")(130824, {"options":"returnAll"});
```

You could decide which on these is correct for your installation and construct using the relevant descriptor.

Should you have the complication of having equipment from both manufacturers, you would need to construct both NMEA2000 objects and examine the manufacturer code in the data to decide which object to use on a message by message basis. The manufacturer code can be decoded by

```
code = ((data[14] << 8) & (data[13])) >> 5;
```

[See here](#) to relate the code to the manufacturer.

## Using the canboat analyser

If you have the canboat software installed on your computer, you can use it to decode an NMEA2000 message instead of the NMEA2000 object. The canboatAnalyzer function converts the message data from that provided by OpenCPN to the pseudo-Actisense format expected by canboat analyzer, invokes the analyser and returns an NMEA2000 object. This process is significantly slower than using the decoder built in to the NMEA2000 object but might be useful if you wish to compare results. Example:

```
canboatAnalyzer = require("canboatAnalyzer.js"); // load the function
analyzer = "/Users/Tony/OpenCPN_project/canboat/rel/
            darwin-arm64/analyzer"; //where to find the analyser program
//use the base shell
myObject = canboatAnalyzer(test.data, "bash", analyzer);
```

The attribute values should be the same for the two methods but the object structure differs. See Appendix A for this.

## 16. Invoking another process

### Executing a program

#### Warnings

The plugin waits for the other process to complete. You could start a long one. There is no timeout.

You could start a process that cannot complete. For example, it might try to read from the terminal input (stdin). Since there is no terminal it will wait indefinitely. There is no way to get out of this, other than to force quit OpenCPN.

You should not experiment with this while depending on OpenCPN to navigate!

```
result = execute(command);  
result = execute(command, env, errorOption);
```

The command is run as a sub-process and the script waits for the result. The result is a structure holding the output to stdout and stderr. Example:

```
result = execute("hostname");  
print(result.stdout, "\n");// on my computer this prints its host name
```

A second argument env can be provided set the environment for the sub-process. The following illustrates all options:

```
env = {  
    "PATH":"/bin:~/myPrograms", // where to search for programs  
    "PWD": "~/ocpnProject,      // working directory for the sub-process  
    "SHELL":"/bin/zsh"         // shell to use  
}
```

Some programs, such as the canboat analyzer, write non-error information to stderr. If you wish to see such output, it is available at result.stderr.

If a real error occurs, an error will be thrown. This would show you the error message but you would not get an opportunity to see what had been written to that point. You can override this by providing a third argument of true. In this case an error will not be thrown and the result will have an addition property errorCode, which will be

```
0      no error  
-1     unable to launch process  
+ve    error code
```

If the error code is positive, you can examine the output on stdout up to the error. stderr should include the real error message.

If you want to provide this third argument but not set the env options, you can use null.

```
result = execute("echo 'Hello world!'", null, true);  
if (result.errorCode != 0) printOrange("after output of ", result.stdout,  
    " got error ", result.stderr, "\n");  
else print(result.stdout, "\n");
```

## Running a shell script

For non-trivial commands, such as a shell pipeline, it will be easier to use the `shell` function, which you can load if required. The following example imagines you want a list of the track files in a particular folder

```
shell = require("shell");
result = shell("cd ~/Tracks; ls | grep track");
trackFiles = result.stdout; // list of files with 'track' in their name
```

You can give the shell function optional arguments thus:

```
result = shell(pipeline, shell, errorOption);
```

`shell` is the name of the shell to use. The default is "bash".

`errorOption` is the same as for `execute` above.

## 17. JavaScript Plugin Tools

The tools window is accessed top right of any console or through the Preferences button in plugin's entry in the plugin manager.

The tools comprise six pages

### Consoles

Allow creation of an additional console and renaming of an existing console.

Console options:

- Float windows on the OpenCPN frame (on by default). Mainly relevant to MacOS.
- Preserve the *Show consoles* toggle status in the toolbar (off by default)

### Directory

Allows setting of the current directory.

### NMEA

Allow allows you to simulate sending an NMEA message to the plugin for testing purposes.

### Message

Allow allows you to simulate sending an OPenCPN message to the plugin for testing purposes.

### Parking

Allows you to customise the parameters for parking consoles, including the park location.

### Diagnostics

See the technical manual for this.

## 18. Tips

This section provides a few tips on working with the plugin.

### Examining objects

During development of a script, it can be very helpful to examine a JavaScript object. You can do this by printing it out.

```
nav = OCPNgetNavigation();  
print(nav, "\n");
```

The printed object will look something like:

```
{"fixTime":1672843366,"position":{"latitude":57.494,"longitude":-4.2344},"  
SOG":null,"COG":null,"variation":0,"HDM":null,"HDT":null,"nSats":0}
```

For a large object, reading this can be tricky. In such a case it is better to use `JSON.stringify()` to transform it into a pretty JSON string. The following uses a tab character to indent the structure.

```
print(JSON.stringify(nav, null, "\t"), "\n");
```

which would display the following equivalent, which is much easier to read.

```
{  
  "fixTime": 1672843366,  
  "position": {  
    "latitude": 57.494,  
    "longitude": -4.2344  
  },  
  "SOG": null,  
  "COG": null,  
  "variation": 0,  
  "HDM": null,  
  "HDT": null,  
  "nSats": 0  
}
```

See a JavaScript tutorial for all the capabilities of JSON transformations in JavaScript

## 19. Trouble-shooting character code issues

If you prepare or edit your script in an external program, it may introduce characters not compatible with the JavaScript engine. Examples

- smart quotes around "Hello" like this: “Hello”
- Smart single quotes around 'goodbye' like this: ‘goodbye’
- The apostrophe can be useful as itself or as an alternative string delimiter, as in  
`'This string includes a quote character "'`  
The apostrophe ' might get entered as any of `''''''`
- wxWidgets uses Unicode characters and copying text from OpenCPN could introduce characters which would throw the JavaScript engine.

The plugin tried to fix up unacceptable characters in scripts before compiling. If your script fails with the engine tripping over bad characters, narrow it down to which characters are causing the problem with a simple script as short as possible thus:

```
"' \€".
```

Running this script should return a result of the contents of the quoted string.

In the diagnostics tab of the tools window is a facility to examine characters and their translation. Please submit the dumped code analysis with a problem report.

Under Windows, the plugin is unable to convert the prime character ' and it will likely cause a JavaScript error.

## Working with non-7-bit characters such as the degree symbol

If you use characters not included in the 7-bit set, it may or may not work and you may have compatibility issues across different platforms. It is safest to generate these characters within a script using the `String.fromCharCode()` function that return the required character.

A relevant case is the degree symbol ° which has the decimal code 176 and is not in the 7-bit set. If you display a bearing with, say,

```
print("Bearing is " , bearing, "°T\n");
```

this works under MacOS but not under Windows. Instead you could use

```
print("Bearing is " , bearing, String.fromCharCode(176), "T\n");
```

## 20. Demonstration Scripts

### A. Save script preferences for next script run

This script demonstrates one way of saving some preferences for use in a subsequent script or re-run of the same script.

The preferences are held in a structure `prefs` and saved to a text file in a JSON string. For this simple script to work, the preferences file must already exist and contain at least the empty JSON string `{}`.

The script sets up a call to `saveConfig()` on its exit in which the `prefs` structure is saved to the file as a JSON string.

When the script starts, it reads the file and parses it into a structure.

It then modifies some preferences.

```
prefFile = "/Tony/myFiles/prefsFile.txt"; // location of text file
onExit(saveConfig);

prefs = JSON.parse(readTextFile(prefFile));
print("Old prefs were: ", prefs);
prefs.iconName = "Circle";
prefs.scale = 5;

function saveConfig(){
    writeTextFile(JSON.stringify(prefs), prefFile, 1);
    print("Prefs saved\n");
}
```

### B. Process and edit NMEA sentences

This script addresses an issue someone had whereby their RMC sentences did not include magnetic variation, which was available in their HDG sentences. This script captures variation from the HDG sentences and inserts it into any RMC sentences that do not already have the variation.

(Hint to help you understand this: the `.split` method splits a string at each of the specified character into an array, here called `splut`. `.join` does the reverse.)



```

// insert magnetic variation into RMC sentence
var vardegs = "";
var varEW = "";
OCPNNonNMEAsentence(processNMEA);
function processNMEA(input){
    if (input.OK){
        sentence = input.value;
        if (sentence.slice(3,6) == "HDG")
            {
                splut = sentence.split(",");
                vardegs = splut[4];    varEW = splut[5];
            }
        else if (sentence.slice(3,6) == "RMC")
            {
                splut = sentence.split(",");
                if ((splut[10] == "") && (vardegs != ""))
                    { // only if no existing variation and
                      // we have var to insert
                        splut[10] = vardegs; splut[11] = varEW;
                        splut[0] = "$JSRMC";
                        result = splut.join(",");
                        OCPNpushNMEA(result);
                    }
            }
    }
    OCPNNonNMEAsentence(processNMEA);
};

```

[Getcode](#)



When you push an NMEA sentence from within a function like this, it will itself be processed by the function. If that processing causes another matching sentence to be pushed, you could set up an infinite loop, which would cause OpenCPN to hang. In the above code, the pushed sentence is given a different sender, which is being filtered out of received sentences by OpenCPN.

## C. Counting NMEA sentences over time

This script NMEA-counter.js counts down for 30 seconds and then lists the OpenCPN messages and NMEA sentences it has seen. The NMEA sentences are sorted by count and then alphabetically.

[Get code](#)

## D. Locate and edit waypoint, inserting hyperlinks

This script locates a waypoint called "lunch stop" and changes its icon name to "Anchor". It nudges the waypoint slightly north, adds a description and adds some hyperlinks referencing the nearby pub.

```

// Add hyperlinks to an existing waypoint with markName of 'lunch stop'
wpName = "lunch stop";
guids = OCPNgetWaypointGUIDs();
foundIt = false;
for (i = 0; i < guids.length; i++){
    // look for our waypoint
    lunchWaypoint = OCPNgetSingleWaypoint(guids[i]);
    if (lunchWaypoint.markName == wpName){
        foundIt = true;
        break;
    }
}
if (!foundIt) throw("Waypoint not found");
// we have our waypoint - now update it
lunchWaypoint.iconName = "Anchor";
// nudge the position north towards shore
lunchWaypoint.position.latitude += 0.001;
lunchWaypoint.description = "Great anchorage with pub close ashore";
lunchWaypoint hyperlinkList.push({description:"Pub website",
    link:"https://goldenanchor.co.uk"});
lunchWaypoint hyperlinkList.push({description:"Menu",
    link:"https://goldenanchor.co.uk/menu"});
OCPNupdateSingleWaypoint(lunchWaypoint); // update OpenCPN waypoint

```

[Get code](#)

## E. Build routes from NMEA sentences

This script listens for routes being received over NMEA in the form of WPL and RTE sentences and creates OpenCPN routes from them.

There is an option to match received routes with any existing route of the same name and replace it. In this case a check is made that the existing routes have unique route names.

There is an internal simulator. In simulation mode, the script does not listen for real NMEA sentences but generates simulated ones which are passed to the sentence processor.

As a JavaScript example, this script is interesting because it:

- it has a built-in simulator allowing testing without having incoming NMEA data
- makes full use of the Position, Waypoint and Route constructors
- has to deal with the complication that RTE sentences may be sent in instalments, as necessitated by the 80 character length limit
- It makes good use of JavaScript arrays, including:
  - pushing items onto an array
  - pulling (shift) items off the front
  - joining items into a string

This script was written as a demonstrator for researchers at the Technical University of Denmark.

[Get code](#)

## F. Build race courses

This script was inspired by [bobgarrett's wish to be able to create race course routes from a list of waypoint names](#) rather than hunt for them on the chart.

The script allows the user to specify a regular expression pattern by which to select those waypoints which are race marks.

In the eastern Solent, the race mark names all start with the digit 5 followed by another character and a space. In this example there is also a waypoint *Line* placed on the start line and we are going to build a route for *Race 1*. When you click on *Build route*, you are presented with the Race mark selector.

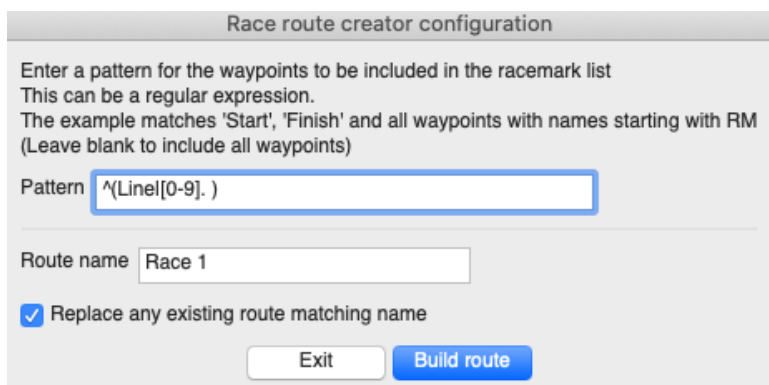
In this dialogue you select the course marks in order adding them to the course. You can indicate whether they are to be left to port or starboard.

In this example, the finish is through the start line, so the final selection is *Line* and the button *to finish*.

The script then builds the route in OpenCPN and also displays the route with the list of waypoints indicating the bearing and distance to each and which side to pass. The caption includes the course length.

[Get code](#)

This script makes extensive use of the onDialogue function and is a useful example to work from.



Race route creator configuration

Enter a pattern for the waypoints to be included in the racemark list  
This can be a regular expression.  
The example matches 'Start', 'Finish' and all waypoints with names starting with RM  
(Leave blank to include all waypoints)

Pattern

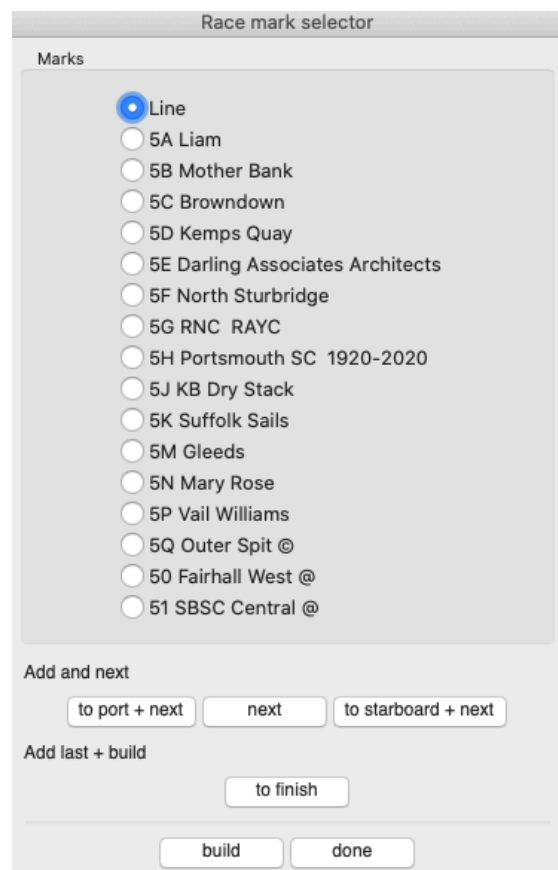
Route name

Replace any existing route matching name



Route Race 1 (4.6nm)

0		Line	
1	194°	0.2nm 5M Gleeds	to port
2	147°	0.4nm 5N Mary Rose	to starboard
3	250°	1.4nm 5F North Sturbridge	to starboard
4	340°	1.0nm 5E Darling Associates Architects	to starboard
5	096°	1.4nm 5M Gleeds	to port
6	014°	0.2nm Line	to finish



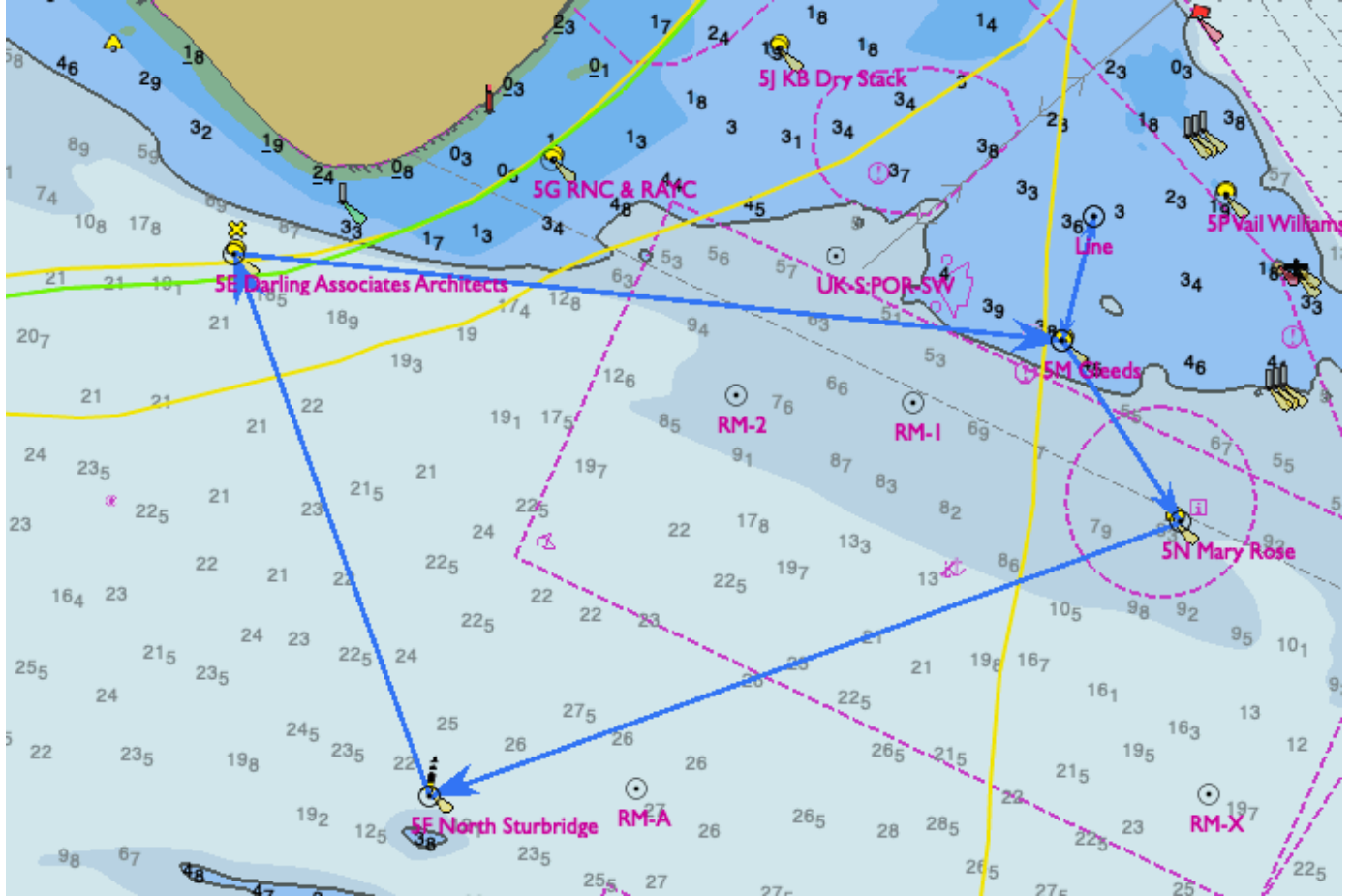
Race mark selector

Marks

- Line
- 5A Liam
- 5B Mother Bank
- 5C Browndown
- 5D Kemps Quay
- 5E Darling Associates Architects
- 5F North Sturbridge
- 5G RNC RAYC
- 5H Portsmouth SC 1920-2020
- 5J KB Dry Stack
- 5K Suffolk Sails
- 5M Gleeds
- 5N Mary Rose
- 5P Vail Williams
- 5Q Outer Spit ©
- 50 Fairhall West @
- 51 SBSC Central @

Add and next

Add last + build



## G. Driver

This is a simulator that can be used to drive the ship in the absence of actual NMEA inputs. It is an alternative to the ShipDriver plugin but does not use steering to gradually change course. It generates GLL, VTG and WML NMEA sentences. You could add others as required.

You can set Speed Over Ground (SOG), Course Over Ground (COG), Wind angle and wind speed. Selecting Compass course will then drive the boat along the selected course. The angle to the wind is displayed.

You can instead specify an angle to the wind and port or starboard tack. It will then calculate the required COG. Selecting the opposite tack will tack the boat.

Driver can be run in its own console and used, for example, to experiment with or test the TackAdvisor and SendActiveRoute scripts running in their own consoles.

[Get code](#)

## H. TackAdvisor

This script monitors for when you have an active waypoint and will need to tack to reach it. It then displays the two tack legs required.

If you are running off the wind to an active waypoint, and will need to gybe to reach it, it displays the two legs and hence the recommended point to gybe.

TackAdvisor does not take cross-current offsets into account and will not give an accurate tack point if the cross-current is significant.

If TackAdvisor is standing by and not displaying your tacks when you are expecting it to, check for the following. It will not display tacks under any of these conditions:

- No active waypoint
- You are off the wind by more than the configured amount, i.e. reaching
- You are heading too close to the wind to be sailing
- You are running close to straight for the waypoint

[Get code](#)

## I. SendActiveRoute

This script monitors for when you have an active route and sends a series of NMEA sentences so that another device such as a chart plotter or a device running iNavX will follow the route itself. Any updates to the route, such as modifying a route point or advancing from one route point to the next will be updated within the receiving device.

When the script detects an active route, it sends the following NMEA sentences:

- A. A series of WPL sentences defining the waypoints in the route
- B. A group of RTE sentences creating a route comprising the waypoints
- C. A BOD sentence with the bearing from the position at which the leg was activated to the next route point.

These sentences cause a device running iNavX to hold a mirror copy of the current route and navigate to the active point within the route.

While a route is active, OpenCPN sends APB sentences with the routeName. Unfortunately, the route name is truncated. This script fixes up the APB sentences to carry the full route name.

### Instructions for making this work with a device running iNavX

1. Have OpenCPN receive NMEA data on one port - say 60001
2. Have OpenCPN send NMEA data on a different port - say 60002. Because my Wifi router only handles a single TCP connection, I send using UDP.

3. Connect your iPad/iPhone to the same WiFi network.
4. Within iNavX select Instruments > TCP/IP and set the protocol and port number to as in Step 2 above.
5. On the same panel, Enable Waypoints and enable Link. You should now see the NMEA sentences scrolling in the monitoring pane of this panel.
6. Click Done and then select the Chart.

The device should now follow the ship's navigation using the ship's navigation data.

When a waypoint becomes active in OpenCPN, it becomes active in iNavX.

When a route is activated in OpenCPN, it appears as the active route in iNavX. As OpenCPN advances the routepoint, so iNavX advances its active routepoint. Progress along the route is available in the route tab of the ribbon at the top of the iNavX screen, together with predicted time on route and ETA.

If you wish to force an advance to the next routepoint, this is best done on OpenCPN, whereupon iNavX will update too. Should you advance the routepoint in iNavX, it will start ignoring changes in the active routepoint send from OpenCPN. To restore this, go to the panel used for step 5 above, turn Enable Waypoints off and back on again.

Should OpenCPN fail/crash/hang-up etc., iNavX will continue to navigate the route independently. Should the ship's navigational data over NMEA fail, an iOS device with GPS will use its location service instead and continue to navigate the route.

This has been tested on iNavX running on an iPad and iPhone. It should also work on an Android device running iNavX but I have not tested that.

### [Get code](#)

#### J. Copy ship's formatted position

This script creates an extra context menu that copies the ship's latest position as a formatted string. This could be used to paste the position into a log or report.

```
Position = require("Position");
OCPNContextMenu(doIt, "Copy position");
function doIt(){
    navData = OCPNgetNavigation();
    Shipos = new Position(navData.position);
    toClipboard(Shipos.formatted);
    OCPNContextMenu(doIt, "Copy position");
}
```

## Appendix A. NMEA2000 and canboat analyser

The objects returned by these two methods of decoding NMEA message data yield the same data attribute values (with one exception noted below) but differ in the structure.

There follows a side-by-side example using PGN 129540.

1. The first seven attributes come from the Actisense header and are enumerated in a different order. This does not effect accessing them programatically.
2. OpenCPN leaves the Actisense header timestamp undefined. The canboat analyser requires a valid timestamp and so the `canboatAnalyzer` function inserts an arbitrary one. This is always the same and should be ignored.
3. After the Actisense header come the fields according to the descriptor. Canboat analyzser creates all these as attributes of an attribute `fields`. This complicates access to the data and NMEA2000 puts them directly in the NMEA2000 object.
4. For the attributes thereafter, canboat analyser uses the attribute description from the descriptor as the attribute name. These may include spaces, which makes for invalid attributes when accessing the data. You cannot write `sats = object.GNSS Sats in View`; NMEA2000 uses the attribute id so you can write `sats = object.gnssSatsInView`; The attribute ids start lower case.
5. Where there is a repeating field, such as for each satellite, canboat analyser creates an array `list[ ]`. If there were more than one set of repeating fields, there would be two lists with the same name. NMEA2000 creates an attribute for the count and then an array with the name of the list.
6. Many of the descriptor fields specify the units of the parameter. For example, it will tell you whether a temperature is in °C or °K. Navigation parameters such as headings or courses are in degrees. Satellite elevation and azimuth are in radians, as recorded in the descriptor. Canboat analyser arbitrarily converts these to degrees, despite what the descriptor says. This is the only such case I have found. NMEA2000 leaves them in radians.

NMEA2000

```
{
  "pgn": 129540,
  "id": "gnssSatsInView",
  "description": "GNSS Sats in View",
  "timestamp": "undefined",
  "prio": 3,
  "dst": 255,
  "src": 1,
  "sid": 13,
  "rangeResidualMode": "invalid",
  "satsInViewCount": 12,
  "satsInView": [
    {
      "prn": 25,
      "elevation": "1.308900",
      "azimuth": "4.694900",
      "snr": "31.000000",
      "rangeResiduals": 0,
      "status": "Used"
    },
    {
      "prn": 28,
      "elevation": "0.523500",
      "azimuth": "5.288300",
      "snr": "28.000000",
      "rangeResiduals": 0,
      "status": "Used"
    }
  ],
}
```

canboatAnalyzer.js

```
{
  "timestamp": "2023-11-24-22:42:04.388",
  "prio": 3,
  "src": 1,
  "dst": 255,
  "pgn": 129540,
  "description": "GNSS Sats in View",
  "fields": {
    "SID": 13,
    "Sats in View": 12,
    "list": [
      {
        "PRN": 25,
        "Elevation": 75,
        "Azimuth": 269,
        "SNR": 31,
        "Range residuals": 0,
        "Status": "Used"
      },
      {
        "PRN": 28,
        "Elevation": 30,
        "Azimuth": 303,
        "SNR": 28,
        "Range residuals": 0,
        "Status": "Used"
      }
    ]
  }
}
```



## Appendix B. Plugin version history

Version	Date	
0.1	20 Jul 2020	Initial alpha release for feedback
0.2		<ul style="list-style-type: none"><li>• Error reporting regularised</li><li>• Added various APIs including those to access GUIDs, waypoints &amp; routes</li><li>• Script window greatly enhanced for writing JavaScript</li><li>• Output window brought into line with script window</li><li>• Dealing with spurious characters such as accents improved</li><li>• User and technical guides developed</li><li>• Builds for Windows and Linux added</li><li>• Established on GitHub</li></ul>

Version	Date	
0.3		<ul style="list-style-type: none"> <li>• The script window now highlights plugin extensions and unsupported keywords by colourising them.</li> <li>• The result is now displayed last after any callbacks have completed rather than at the end of the main script. The scriptResult() function can be called to set the result.</li> <li>• Error handling has been improved and makes proper use of the Dukcode error object.</li> <li>• Various APIs now throw an error rather than returning a boolean result, namely <ul style="list-style-type: none"> <li>◆ OCPNgetSingleWaypoint()</li> <li>◆ OCPNdeleteSingleWaypoint()</li> <li>◆ OCPNaddSingleWaypoint()</li> <li>◆ OCPNupdateSingleWaypoint()</li> <li>◆ OCPNgetRoute()</li> <li>◆ OCPNdeleteRoute()</li> <li>◆ OCPNaddRoute()</li> <li>◆ OCPNupdateRoute()</li> </ul> </li> <li>• Print &amp; alert now accept arrays and objects as arguments</li> <li>• Alert no longer holds up OpenCPN</li> <li>• Scripts will now timeout if they take too long, such as if in a loop.</li> <li>• timeAlloc() allows management of the time limit.</li> <li>• Extensive support for creating and responding to dialogue windows.</li> <li>• OCPNnonSeconds() has been renamed to onSeconds()</li> <li>• New JavaScript extensions <ul style="list-style-type: none"> <li>◆ print&lt;colour&gt;()</li> <li>◆ printLog()</li> <li>◆ timeAlloc()</li> <li>◆ scriptResult()</li> <li>◆ consoleHide()</li> <li>◆ onDialogue()</li> <li>◆ exitScript()</li> </ul> </li> <li>• New APIs added <ul style="list-style-type: none"> <li>◆ OCPNgetPluginConfig()</li> <li>◆ OCPNrefreshCanvas()</li> <li>◆ OCPNgetAISTargets()</li> <li>◆ OCPNgetVectorPP()</li> <li>◆ OCPNgetPositionPV()</li> <li>◆ OCPNgetGCdistance()</li> </ul> </li> </ul>

Version	Date	
0.4		<ul style="list-style-type: none"> <li>• Position.NMEA precision increased from 3 to 5 decimal places</li> <li>• Added writeTextFile</li> <li>• Console Hide &amp; Show now separate calls</li> <li>• Added script auto-start ability</li> <li>• Added chainScript</li> <li>• Added JavaScript tools panel and current directory concept</li> <li>• Added support for multiple consoles</li> <li>• Added support for inter-console calls</li> <li>• Errors thrown from within the plugin APIs now show the line number and trace-back where applicable</li> <li>• Added onExit() capability</li> <li>• Bug fix: hidden console was reappearing if OCPNdeleteRoute failed</li> <li>• Extra example scripts</li> </ul>
0.5		<p>Functional changes:</p> <p><u>Waypoints</u></p> <ul style="list-style-type: none"> <li>• Enhanced: waypoint APIs have extended attributes allowing more control over waypoint details.</li> <li>• Additional attribute to distinguish between a free-standing waypoint and a routepoint</li> <li>• Additional attribute giving a count of the number of routes including this waypoint</li> <li>• New: get active waypoint GUID</li> </ul> <p><u>Routes</u></p> <ul style="list-style-type: none"> <li>• New: get all route GUIDs</li> <li>• New: get active route GUID</li> </ul> <p><u>Tracks (all new)</u></p> <ul style="list-style-type: none"> <li>• get all track GUIDS</li> <li>• get/update/delete track</li> <li>• New: get active leg information</li> <li>• New: printUnderlined</li> </ul> <p><u>Behind the scenes</u></p> <p>The plugin options have been moved within the opencpn.ini file from [Settings] to [Plugins]. The plugin will move settings to the new location as required.</p> <p>Numerous changes for the move from wxWidgets v512 to v515</p>
0.6		<p>Functional changes</p> <p><u>Script and output panes</u></p> <p>Now soft-fold text at window boundary</p> <p><u>Dialogues</u></p> <p>Text field styles: If the font is set to "monospace" a monospaced font is used.</p>
1.0		Re-issue to accompany v1.0

Version	Date	
1.1		<p><u>Output pane</u></p> <ul style="list-style-type: none"> <li>• The output pane is now scrolled, so that the last output is always visible.</li> <li>• The output length is now limited to 100,000 characters to avoid a rogue script exhausting memory. If the output exceeds this, text is deleted from the top of the pane and a message inserted to indicate that this has happened.</li> </ul> <p><u>Fixes</u></p> <ol style="list-style-type: none"> <li>1. Sending a message to OCPN_DRAW_PI was causing a crash. Because of the way OD processes messages, this cannot be supported. It will now throw an error.</li> <li>2. A check is now made to avoid a called back function being invoked while any other JavaScript code is being executed. This is generalised protection against situations such as 1 above.</li> <li>3. Some dialogue elements require or accept a list of values. An empty list could lead to a crash. Now an error is thrown.</li> <li>4. Dialogue multi-line text fields now soft-wrap so long lines are readable.</li> <li>5. When adding or updating a route, a routepoint without a GUID was not being allocated a new GUID. Now it is.</li> <li>6. onExit() was not being lexed blue in the script pane.</li> </ol> <p><u>User Guide</u></p> <ul style="list-style-type: none"> <li>• Error in documentation of track structure corrected.</li> <li>• Added that with functions such as consoleClearOutput(), if the console name is omitted, it performs the action on the script's own console.</li> </ul>

Version	Date	
2.0	18 Jan 2023	<p><u>Load script</u></p> <p>The plugin now keeps a list of the ten most recently accessed script files. Load now displays a dialogue in which you can select a file from the lists or you can choose Other . . . which opens a file selection dialogue.</p> <p>You can also add a recent file to a list of favourites, which will always be offered, or you can remove a favourite.</p> <p><u>Consoles</u></p> <ul style="list-style-type: none"> <li>★ The script and output panes are now more flexible and better optimise their space, including when resized.</li> <li>★ The splitter sash between the script and output pane now shows adjustments while being moved.</li> <li>★ Consoles can now be reduced to a minimal size just showing the console name.</li> <li>★ Consoles can be parked in the frame top bar using the Park button. A script can park its own console or another console.</li> <li>★ The parking page of the tools allows you to set your own parameters for console parking, including the location of the park.</li> <li>★ The consoles page of the tools now allows you to change the name of a console.</li> </ul> <p><u>Extended APIs</u></p> <ul style="list-style-type: none"> <li>★ <code>readTextFile(fileString)</code> – fileString can now be a URL and text will be read from that location, if OpenCPN is on-line.</li> </ul> <p><u>New APIs</u></p> <ul style="list-style-type: none"> <li>★ <code>onContextMenu()</code> – create context menu item and handle with a function</li> <li>★ <code>consoleName()</code> – set the console name from a script</li> <li>★ <code>consolePark()</code> – park this or another console</li> <li>★ <code>messageBox()</code> – display message</li> <li>★ <code>OCPNsoundAlarm()</code> – sound alarm</li> </ul> <p><u>Other</u></p> <ul style="list-style-type: none"> <li>★ JavaScript engine updated from v2.5.0 to 2.7.0. Performance improvements and bug fixes only.</li> <li>★ <code>OCPNpushNMEA()</code> now checks the sentence starts "\$.....,"</li> <li>★ Extensive rationalisation of plugin code, especially regularising processing after execution of some JavaScript. When an <code>onExit</code> script is not called has changed and is now documented.</li> </ul>

Version	Date	
2.1	14 Apr 2023	<p><u>Console Parking</u> Consoles are now parked by screen position rather than by the OpenCPN frame.</p> <p><u>Getting GUIDs</u> You can now select whether to get GUIDs for ordinary objects, objects in a layer or both.flag.</p> <p><u>Routes</u> These now include the description and the isVisible attributes</p> <p><u>Windows scaled displays</u> Supported</p> <p><u>Console options</u> Options to choose <i>Float on Top</i> and to preserve toolbar toggle status</p>
2.2		<p><u>Clipboard</u> Added toClipboard and fromClipboard functions</p> <p><u>Drivers</u> Support for accessing and using the new input/output driver handles</p> <p><u>Navigation data</u> Added OCPNonNavigation</p> <p><u>NMEA0183</u> OCPNonNMEA → OCPNonNMEA0183 NMEA0183 data can now be written via a specific driver handles OCPNonNMEAsentence now supports receipt by specific NMEA sentence type</p> <p><u>NMEA2000</u> Added OCPNonNMEA2000 Built in scripts gain OCPN2000, pgnDescriptors &amp; canboatAnalyzer</p> <p><u>Running other processes</u> Added execute API and shell function</p>

## C. Document history

Version	Date	
0.1	19 Jul 2020	Initial version to accompany the plugin v0.1
0.2	20 Aug 2020	Update to accompany plugin release v0.2
0.2.1	3 Sep 2020	Code source links now to to gist itself rather than the raw window. They no longer need to be changed if gist is updated.
0.3	16 Nov 2020	To accompany plugin v0.3
0.3.1	22 Dec 2020	Correction to demo script <i>Process and edit NMEA sentences</i>
0.4	20 Apr 2021	To accompany plugin v0.4
0.5	06 Dc 2021	To accompany plugin v0.5
0.6	23 Jan 2022	To accompany plugin v1.0
2.0	03 Jan 2023	To accompany plugin v2.0
2.1	14 April 2023	To accompany plugin v2.1
2.2		To accompany plugin v2.2