

Mates Studio Commander Editor

Introduction

Mates Studio's Commander is the simplest among all the environments. Providing a simple user interface for simply adding predesigned pages to the project, it allows project development to finish within seconds. It also provides a quick discussion of each page added and all the widgets it contains making it a perfect choice for those who are just starting with BBM products.

Commander environment offers two main parts, a project editor and a [host simulator](#). This manual will focus on the project editor including how to add built-in and custom pages and checking a short documentation for the page.



The screenshot displays the Mates Studio Commander Editor interface. The top bar shows 'Project' and 'Control' tabs, along with a status bar indicating 'TIMI-96 on COM9' and 'LANDSCAPE' orientation. The main workspace is divided into two panels. The left panel, titled 'Project', shows a grid of five pages: Page0 (a bar chart), Page1 (a digital clock), Page2 (a speedometer), Page3 (a green bar chart), and Page4 (a red bar chart). The right panel, titled 'Page0', shows a detailed view of the selected page. It includes a description: 'A page layout designed to be used in Audio applications'. Below this is a visual representation of the page layout, which is a bar chart with five columns labeled A, B, C, D, and E. The y-axis ranges from 0 to 100. The page also contains a code editor with the following text:

```
To activate Page0, run the library function setPage(0):  
mates.setPage(0); // Activate Page0
```

Here's a list of multiple state widgets in Page0 and their respective widget type, index and ID

| Name | Type | Index | ID | Min | Max |
|--------------|--------------|-------|--------|-----|-----|
| LedSpectrum0 | LED_SPECTRUM | 0x00 | 0x4B00 | 0 | 100 |

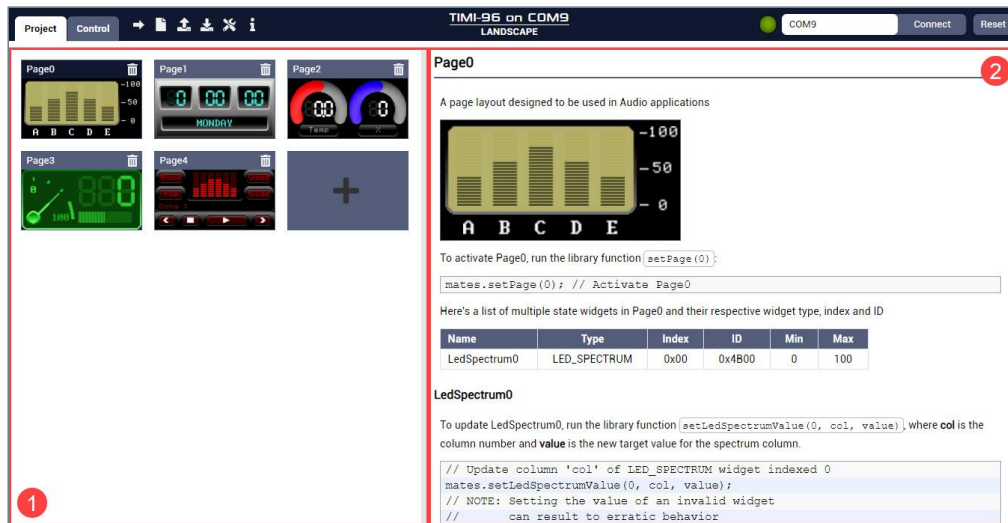
LedSpectrum0

To update LedSpectrum0, run the library function `setLedSpectrumValue(0, col, value)`, where `col` is the column number and `value` is the new target value for the spectrum column.

```
// Update column 'col' of LED_SPECTRUM widget indexed 0  
mates.setLedSpectrumValue(0, col, value);  
// NOTE: Setting the value of an invalid widget  
// can result to erratic behavior
```

User Interface

The Commander Editor can be divided into two separate columns.



1. Project Editor

This provides a simple way to add or remove pages to the project

2. Page Discussion

This area displays a short summary discussion for all the widgets present in the selected page

Project Editor

Adding Pages

Removing Pages

Page Discussion