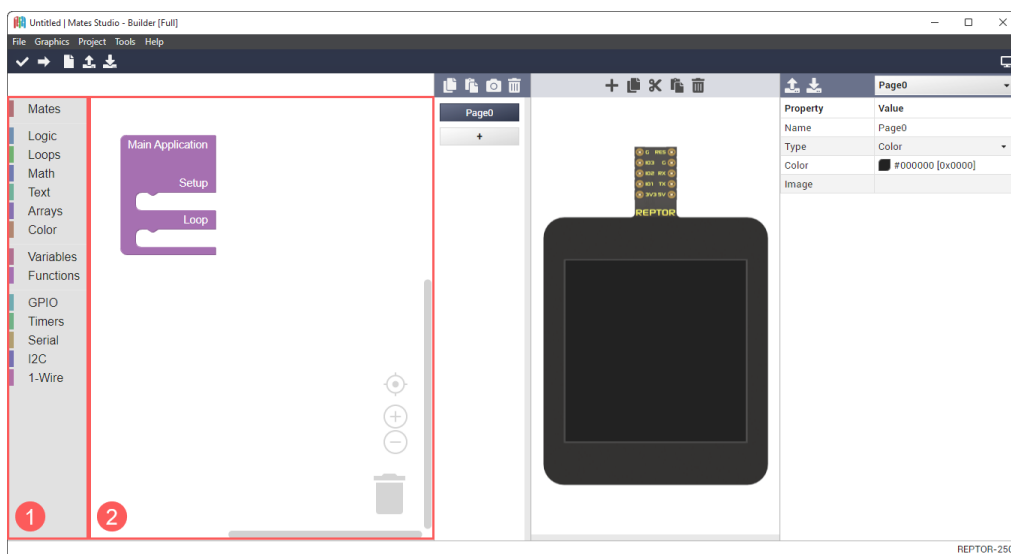


Mates Studio Blocks Editor

Introduction

Mates Studio's Builder environment features a graphical programming interface, Blocks Editor, allowing both beginners and seasoned developers to control the flow of their application by simply visually connecting blocks.



The image shows a newly started Builder project. Boxed are the parts of the Block Editor, the toolbox and the workspace.

1. **Toolbox:** This contains the available blocks that can be added to the workspace. Blocks are grouped into several categories to easily search for the desired features.
2. **Workspace:** As the name suggests, this is the main work area during development. This allows you to design the application's workflow.

Blocks are the fundamental elements of the Builder environment. These can be connected to each other in the workspace using their input and output connectors.

Block Input Types

Input connectors can either be value or statement input. These connectors are present in the right side of each block or internally in the case of value inputs. A block can have multiple input connectors.

Value Input Connector



This connector accepts a single value block

Statement Input Connector



This connector accepts multiple statement blocks

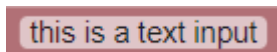
Blocks can also include internal inputs. Internal inputs provides fixed rules or items for the block. These can either be an integer input, a text input, a color input or a dropdown input.

Integer Input



A simple number input which automatically corrects the value to the nearest integer which falls under a preset allowable range

Text Input



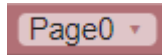
A simple text input allowing to specify names or text value for the block

Color Input



A color input that provides a simple preset color selector

Dropdown Input



A dropdown selector which provided acceptable values that the block accepts

Block Output Types

Output connectors are always present in either the left side, top side or top and bottom side of the block. These connectors can either be a value output or a statement output. A block can only have either a value or statement outputs, but not both types.

Value Output Connector



This connector can connect to blocks with a value input connector

Statement Output Top and Bottom Connector



This connector can connect to statement blocks with a top connector effectively joining the group of statement blocks. With the bottom connector, it allows more statement blocks to join the group.

Statement Output Top Connector



This connector can connect to statement blocks with the bottom connector effectively joining the group of statement blocks. Having no bottom connector, it is not possible to connect another block below this signifying the end of actions performed by the group.

Blocks Classification

These blocks can be classified depending on their [output type](#).

In terms of output, blocks can be classified as a function block, a value block or a statement block.

Function Block

These are blocks with no output connector. This type of blocks helps organize the workspace by simplifying repeated multi-block actions.

Value Block

These blocks provides a left output connector. This type of blocks provides a value to a parent block that will be used to perform the desired action.

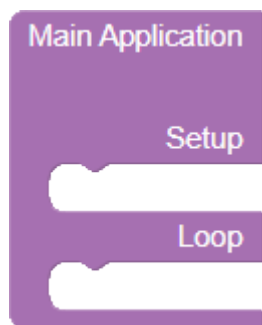
Statement Block

These blocks provides the top connector and, optionally, the bottom output. This type if blocks can be connected together to group actions to be performed by a parent block with a statement input connector.

Mates Blocks

The Mates category includes blocks that directly interact and control the screen. This include backlight, page, widget and touch related blocks.

Main Application



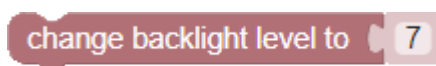
All Builder project starts with the main application block. It provides two statement inputs named setup and loop.

Input	Type	Description
setup	statement	allows developers to perform tasks at the beginning of the program which is during boot or immediately after a reset
loop	statement	allows developers to perform tasks indefinitely after performing the necessary setup

Graphics Blocks

This group contains blocks used for backlight, page and widget control and query.

Set Backlight Level



This block sets the backlight level of the display module.

Input	Type	Description
level	value	intensity of backlight, must be between 0 and 15

Example

Set Backlight to Integer Value
Set Backlight to Variable \

Set Page



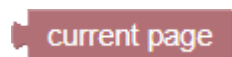
This block changes the project to the selected page. The page dropdown input lists all pages included in the project.

Input	Type	Description
page	value	target page to change into

Example

Set Page to Existing Page Set Page to Variable Value

Get Page Index

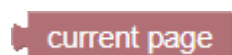


This block can be used to query the current page of the running project.

Return

Selected page

Get Current Page

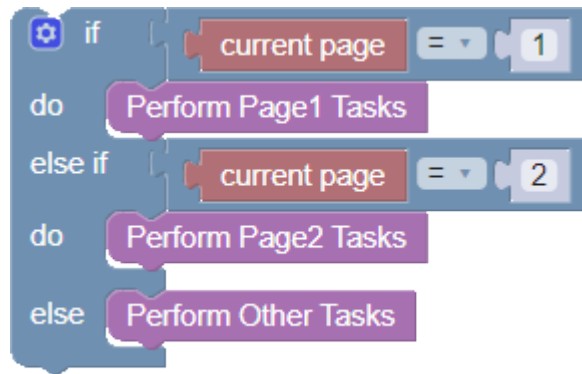


This block can be used to query the current page of the running project.

Return

Active page

Example: Evaluate Page



Get Number of Pages

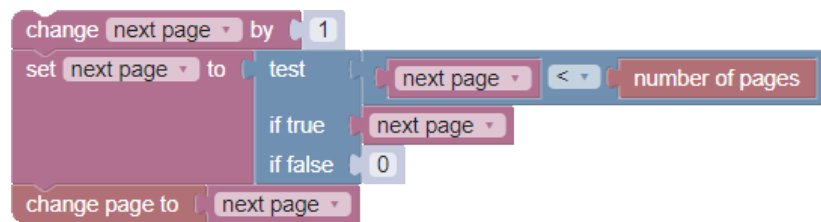
number of pages

This block can be used to check the number of pages included in the project.

Return

Number of pages in project

Example: Increment Page and Loop to Page0



Set Widget Value

set widget value to 20

This block changes the value of the selected widget. The widget dropdown input lists all applicable widgets.

Input	Type	Description
widget	dropdown	the target widget
value	value	the value the target widget will be set to

Example

Set Gauge to Integer Value

Set Gauge to Variable

Set Gauge to Slider

set MediaGaugeB0 value to 20

set GaugeB0 value to voltage

set GaugeE0 value to get SliderF0 value

Note

It is recommended to simply link values of widgets by setting their properties as discussed [here](#).

Get widget value

This block queries the value of the selected widget. The widget dropdown input lists all applicable widgets.

Input	Type	Description
widget	dropdown	the target widget

Return

Value of the target widget

Example

Store Slider Value

set output to get SliderF0 value

Set Gauge to Slider Value

set GaugeE0 value to get SliderF0 value

Note

It is recommended to simply link values of widgets by setting their properties as discussed [here](#).

Set Column Value

Set column to Spectrum to 20

This block changes the value of the selected column of the target spectrum. The spectrum dropdown input lists all Spectrum widgets in the project.

Input	Type	Description
column	value	the target column index, must be less than number of columns of the target spectrum
Spectrum	dropdown	the target Spectrum widget
value	value	the value the target column will be set to

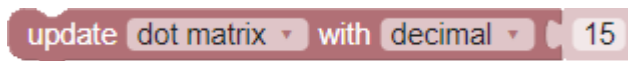
Update TextArea



This block updates the target TextArea. The TextArea dropdown input lists all TextArea widgets in the project.

Input	Type	Description
TextArea	dropdown	the target TextArea widget
format	dropdown	the formatting to use when writing the value
value	value	the value to update the DotMatrix with

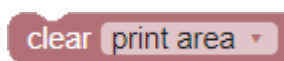
Update DotMatrix



This block updates the target DotMatrix. The DotMatrix dropdown input lists all DotMatrix widgets in the project.

Input	Type	Description
DotMatrix	dropdown	the target DotMatrix widget
format	dropdown	the formatting to use when writing the value
value	value	the value to update the DotMatrix with

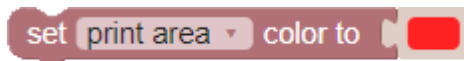
Clear PrintArea



This block clears the target PrintArea. The PrintArea dropdown input lists all PrintArea widgets in the project.

Input	Type	Description
PrintArea	dropdown	the target PrintArea widget

Set PrintArea Color



This block sets a new color for the target PrintArea to use. The PrintArea dropdown input lists all PrintArea widgets in the project.

Input	Type	Description
PrintArea	dropdown	the target PrintArea widget
color	value	the new color value to use when appending to the target PrintArea

Append to PrintArea



This block appends the specified value to the target PrintArea. The PrintArea dropdown input lists all ASCII type PrintArea widgets in the project.

Input	Type	Description
format	dropdown	the formatting to use when writing the value
value	value	the value to update the PrintArea with

Input	Type	Description
PrintArea	dropdown	the target PrintArea widget

Append Bytes to PrintArea

append 1 byte(s) from array to print area

This block appends the specified array to the target PrintArea. The PrintArea dropdown input lists all HEX type PrintArea widgets in the project while the array dropdown lists all variables in the project.

Input	Type	Description
count	integer	the number of bytes to write from the array
array	dropdown	a variable with an array of values to update the PrintArea with
PrintArea	dropdown	the target PrintArea widget

Note

1. A variable *array* is automatically created if it doesn't exist.
2. Ensure that the variable selected is initialized as an array using the [Create Array](#) block.

Append Values to Scope

append 2 elements from array to scope

This block appends the specified array to the target Scope. The Scope dropdown input lists all Scope widgets in the project while the array dropdown lists all variables in the project.

Input	Type	Description
count	integer	the number of values to write from the array
array	dropdown	a variable with an array of values to update the Scope with
Scope	dropdown	the target Scope widget

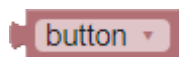
Note

1. A variable *array* is automatically created if it doesn't exist.
2. Ensure that the variable selected is initialized as an array using the [Create Array](#) block.

Touch Input Blocks

Touch input blocks are only available for BBM modules with a touchscreen interface.

Get Event Button ID




This block provides a selection of all buttons recording an event. This is useful when evaluating the recorded button events. The button dropdown input lists all Momentary and Grouped button widgets in the project.

Input	Type	Description
button	dropdown	

Input	Type	Description
		the momentary or grouped button

Return
ID of the selected button


Get Number of Recorded Button Events

 number of button events

This block can be used to query the number of unread recorded button events.

Return
Number of unread button events


Get Next Button Event

 next button event

This block can be used to read/query the source of the next recorded button event.

Return
ID of the source button

Get Number of Recorded Swipe Events

 number of swipe events

This block can be used to query the number of unread recorded swipe events.

Return

Number of unread swipe events

Get Next Swipe Event

next swipe event

This block can be used to read the value of the next recorded swipe event.

Return

Value of the swipe event

Note

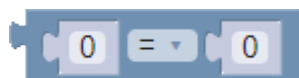
This value needs to be stored in a [variable](#) and evaluated using [Evaluate Horizontal Swipe](#) or [Evaluate Vertical Swipe](#) blocks.

Utility Blocks

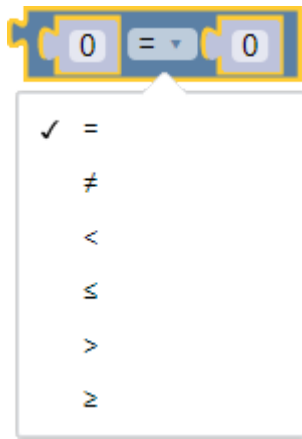
This group provides useful blocks for designing program flow (conditions, loops, etc.), basic computation and value assignments.

Logic Blocks

Logical Comparison



This allows developers to create comparisons which is typically used as test conditions that can be evaluated by other blocks.



Available comparisons are as shown.

Input	Type	Description
a	value	left side value for the comparison
operator	dropdown	equality operators for testing the two values
b	value	right side value for the comparison

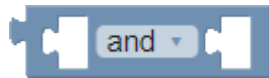
Return

Result of the comparison, true or false

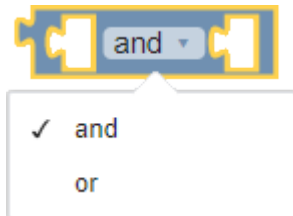
Example

Evaluate Value of Variable aCompare Two VariablesStore Result

Logical Operations



This allows developers to combine multiple [Logical Comparisons](#). This can be nested as multiple Logical Operation blocks. This is also typically used as test conditions that can be evaluated by other blocks.



Available operations are as shown.

Input	Type	Description
a	value	left side value for the operation
operator	dropdown	logical operators for joining the two values
b	value	right side value for the operation

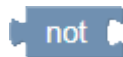
Return

Result of the operation, true or false

Example

Check if Both are True | Check if Any is True | Store Result

Logical Negate



This allows developers to invert the output of [Logical Comparisons](#) and [Logical Operations](#) and is also typically used as test conditions that can be evaluated by other blocks.

Input	Type	Description
condition	value	the condition to evaluate and negate

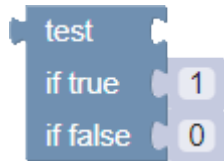
Return

Negated value of the test condition

Example

Negate Variable | Negate Logical Comparison | Store Result

Logical Ternary Operation



This allows developers to evaluate the output of [Logical Comparisons](#) and [Logical Operations](#) and return a value depending on the truthfulness of the test condition.

Input	Type	Description
test	value	the condition to evaluate
true	value	the return value if condition is true
false	value	the return value if condition is false

Return

The evaluated return value

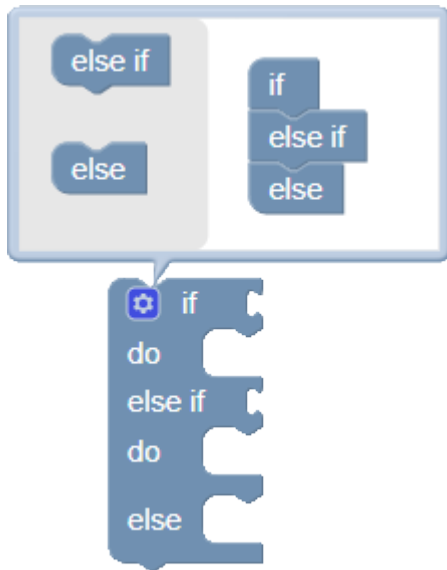
Example

Test Variable	Test Logical Comparison	Store Result
---------------	-------------------------	--------------

Conditional If-Else



This allows developers to evaluate test conditions that will be evaluated to select which group of tasks to perform. Test conditions are usually created using the [Logical Comparison](#) block.



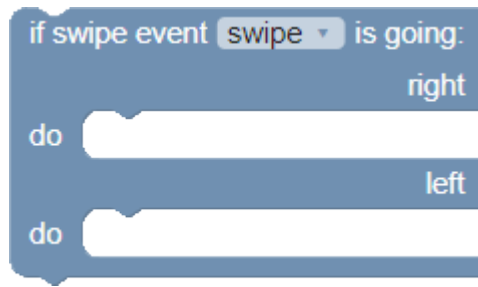
The block can be configured to add multiple test conditions (*else if*) and a default (*else*) condition which is triggered when none of the specified test conditions are met.

Input	Type	Description
condition	value	condition to evaluate before performing tasks
do	statement	all the tasks to perform if condition is true

Note

Number of *condition* and *do* inputs increases depending on configuration

Evaluate Horizontal Swipe



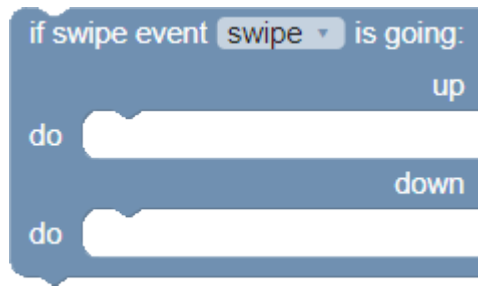
This block evaluates the selected variable for the horizontal direction of swipe. The variable must be previously set to the [Get Next Swipe Event](#) block. Developers can use this to perform different tasks depending on whether the screen is swiped going left or right.

Input	Type	Description
variable	dropdown	the variable to evaluate for the swipe direction
right	statement	all the tasks to perform if the swipe event is from left to right
left	statement	all the tasks to perform if the swipe event is from right to left

Note

1. This block is only available for BBM modules with a touchscreen interface.
2. A variable *swipe* is created automatically if it doesn't exist.

Evaluate Vertical Swipe



This block evaluates the selected variable for the horizontal direction of swipe. The variable must be previously set to the [Get Next Swipe Event](#) block. Developers can use this to perform different tasks depending on whether the screen is swiped going up or down.

Input	Type	Description
variable	dropdown	the variable to evaluate for the swipe direction
up	statement	all the tasks to perform if the swipe event is upwards
down	statement	all the tasks to perform if the swipe event is downwards

Note

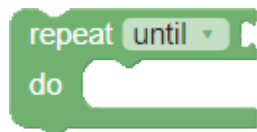
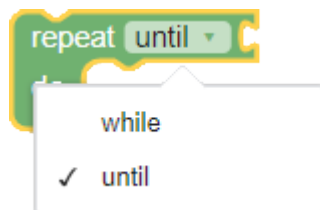
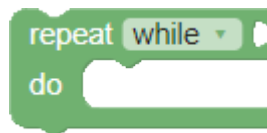
1. This block is only available for BBM modules with a touchscreen interface.
2. A variable *swipe* is created automatically if it doesn't exist.

Loops Blocks

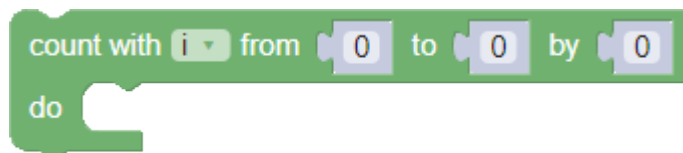
Repeat Count



Repeat While or Until



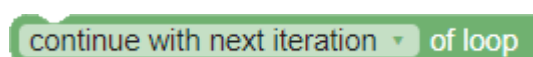
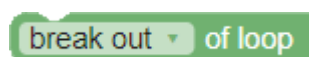
Count with Variable



Note

A variable *i* is created automatically if it doesn't exist.

Break or Continue



Math Blocks

Text Blocks

Arrays Blocks

Create Array

Color Blocks

System Blocks

This group provides useful blocks allowing developers to utilize additional hardware features available for the BBM module.

GPIO Blocks

Timers Blocks

Serial Blocks

I2C Blocks

1-Wire Blocks

Dynamic Blocks

Dynamic blocks can be created multiple times. These can be used to further expand and provide more freedom in project development.

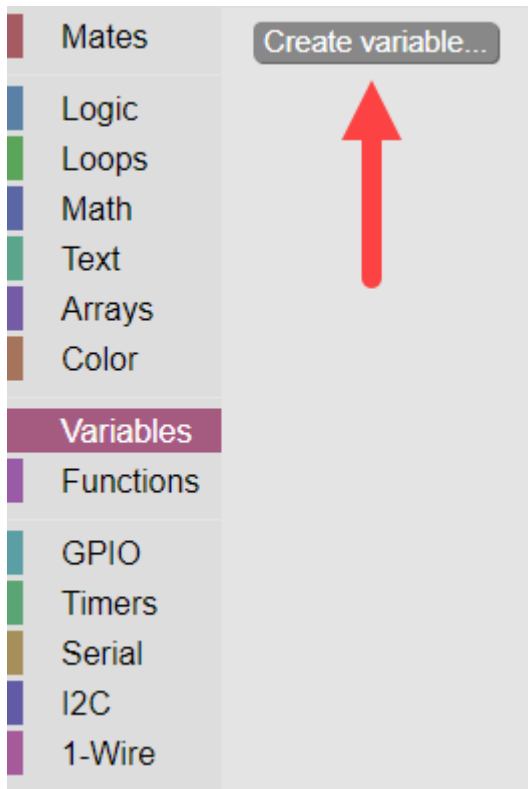
Variables

Variables are key components in text programming. The builder environment allows creation of global variables. Once a variable is created, setter, getter and change blocks are generated.

A setter block allows the variable to be set while a getter block queries the value of the variable. A variable change block can be used to increase or decrease the value of the variable.

All of these blocks provides a dropdown selector listing the available variables. From the dropdown selector, several actions can be performed including selection, renaming and deletion of the variables.

A variable can be created by going to the Variables category and clicking the Create variable button.



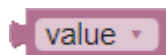
This will open a prompt requesting a new variable name.

Prompt

New variable name:

Alternatively, some blocks generate variables it requires. Create Function blocks generate their inputs as new variables if these don't exist. Other blocks that behave this way are blocks with variable dropdown which defaults to a specific variable name, in case the variable doesn't exist yet.

Set Variable

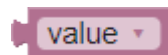


This blocks allows developers to set the value of the selected variable.

Input	Type	Description
variable	dropdown	the target variable to set

Input	Type	Description
value	value	the value to set the variable to

Get Variable



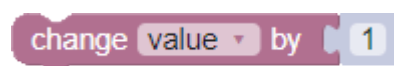
This blocks allows developers to query the current value of the selected variable.

Input	Type	Description
variable	dropdown	the target variable to query

Return

Value of the variable

Change Variable by Value



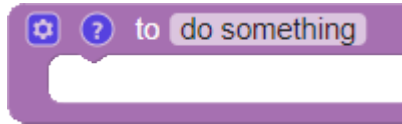
This blocks allows developers to change the value of the selected variable by the value specified.

Input	Type	Description
variable	dropdown	the target variable to change
value	value	the value to change the variable by

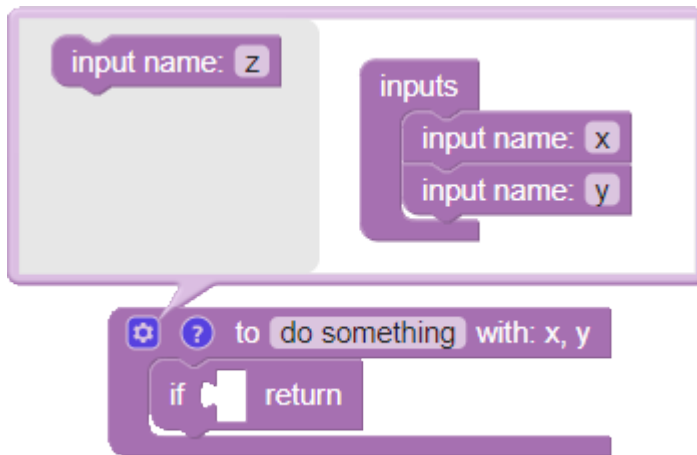
Functions

Functions are another useful feature from text-based programming. Like in text programming, the builder environment provided block functions allowing developers to simplify repeated actions by grouping the blocks together and allowing these group of actions to be called and performed using a single block.

Create Function without Return Input



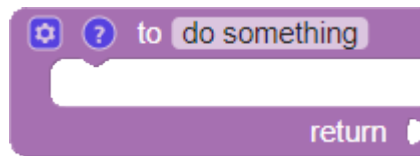
This allows developers to group blocks to perform every time the function is called.



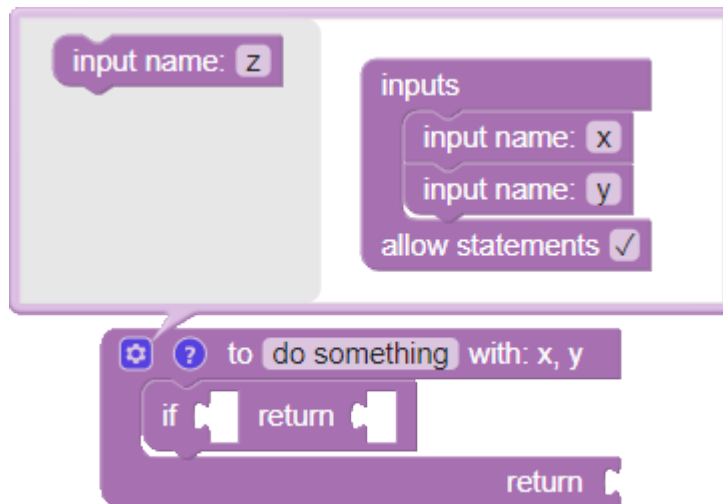
Functions can be configured to take one or more value inputs by clicking the gear icon of the block to edit the configuration. The configure function inputs are also added as global variables.

Input	Type	Description
name	text	unique name to identify the function
actions	statement	all the actions to be performed by the function when called

Create Function with Return Input



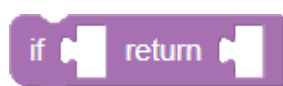
This allows developers to group blocks to perform every time the function is called. It also provides a return value input. This is useful when performing reads or computations.



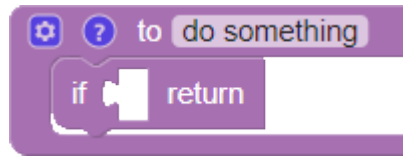
Functions can be configured to take one or more value inputs by clicking the gear icon of the block to edit the configuration. The configure function inputs are also added as global variables.

Input	Type	Description
name	text	unique name to identify the function
actions	statement	all the tasks to be performed by the function when called
return	value	the output value of the function after executing all tasks

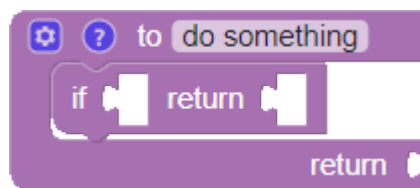
Function Return



This block can be used to exit a function if a certain condition is met. Depending on the type of function, with or without return input, this block will automatically transform as required



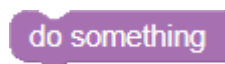
If used in a function with no return input, this block transforms to suitable block as shown. Notice that the value input is removed.



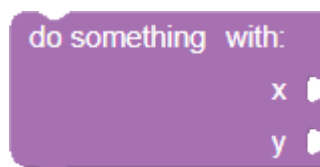
If used in a function with a return input, this block reverts to its original state. Notice that the value input is added.

Input	Type	Description
condition	value	the condition to check for evaluating returns
return	value	the output value of the function (if applicable)

Call Function

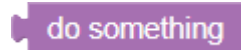


This block calls the function of the same name. This is available after a [function with no return input](#) is created.

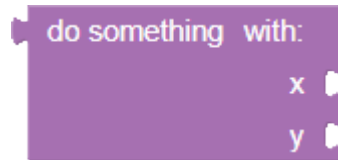


This may have one or more value inputs depending on the configuration of the function.

Call Function and Return Value



This block calls the function of the same name and returns the output value. This is available after a [function with return input](#) is created.



This may have one or more value inputs depending on the configuration of the function.

Return

Output of the function