Language Reference for FLIPER (FLIPping book compilER)

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1 Grammar

The language comes with the following primitives for easy creation of flipbooks.

- `CNV` *width height*
  Canvas: This command is used to set the width and height for the canvas that will be used to draw the flipbook.

- `IMG` *path id* [*x y*]
  Image: This command is used to load an image present at path specified by parameter *path* into the identifier/register specified by *id*. Optionally, you can provide the *x* and *y* coordinates for the top left corner of the image. If not specified, the image will be positioned at top left corner of the canvas, i.e., at (0, 0).

- `MOV` *id x y duration*
  Move: This command is used to *translate* the object associated with the identifier *id* to location (x, y). This command will animate the transition of object from its current position to the destination position over the specified *duration*, which is specified in terms of the number of pages.
  Note: *duration* cannot be 0.

- `SCL` *id x y duration*
  Scale: This command is used to *scale* the object associated with identifier *id*. *x* specifies the scaling factor for the width of the object while *y* specifies the same for height. The transition is carried out over the specified *duration*, which is specified in terms of the number of pages.
  Note: *duration* cannot be 0.

- `ROTC` *id degrees duration*
  Rotate Clockwise: This command is used to *rotate* the object associated with identifier *id* in *clockwise* direction. *degrees* parameter specifies the degrees by which the object is to be rotated. The transition is carried out over the specified *duration*, which is specified in terms of the number of pages.
  Note: *duration* cannot be 0.

- `ROTA` *id degrees duration*
  Rotate Anti-clockwise: This command is used to *rotate* the object associated with identifier *id* in *anti-clockwise* direction. *degrees* parameter specifies the degrees by which the object is to be rotated. The transition is carried out over the specified *duration*, which is specified in terms of the number of pages.
  Note: *duration* cannot be 0.

- `FDI` *id duration*
  Fade In: This command is used to *fade in* (slowly appear on the scene) the object specified by *id*. The transition is carried out over the specified *duration*, which is specified in terms of the number of pages.
  Note: *duration* cannot be 0.

- `FDO` *id duration*

  Fade Out: This command is used to *fade out* (slowly disappear off the scene) the object specified by *id*. The transition is carried out over the specified *duration*, which is specified in terms of the number of pages.
  Note: *duration* cannot be 0.