

Simplified Commands

Some commands to simplify the coding.

Set Display WIDTH, HEIGHT

Set the resolution of the display in pixels.

Parameters:

WIDTH: Width of the display in pixel.

HEIGHT: Height of the display in pixel.

Draw Image NUMBER, X, Y

Draw an image loaded with "Load Asset" command, in the current screen

Parameters:

NUMBER: Index of Image.

X: Position X of the canvas in pixel.

Y: Position Y of the canvas in pixel.

Draw Image NUMBER, X, Y, WIDTH, HEIGHT

Draw an image loaded with "Load Asset" command, in the current screen, with a specific size

Parameters:

NUMBER: Index of Image.

X: Position X on the current Screen in pixel.

Y: Position Y on the current Screen in pixel.

WIDTH: Width on the current Screen in pixel.

HEIGHT: Height on the current Screen in pixel.

Audio Loop On NUMBER

Repeat the playing at the end of audio.

Parameters:

NUMBER: Index of audio.

Audio Loop Off NUMBER

Stop the repeat the playing at the end of audio.

Parameters:

NUMBER: Index of audio.

Play Audio loaded with the "Load Asset" command. NUMBER

Play an audio file from the memory

Parameters:

NUMBER: Index of audio.

Stop Audio NUMBER

Stop an audio loaded with the "Load Asset" command.

Parameters:

NUMBER: Index of audio.

Pause Audio NUMBER

Pause an audio loaded with the "Load Asset" command.

Parameters:

NUMBER: Index of audio.

Volume Audio NUMBER, VOLUME

Set the volume of an audio loaded with the "Load Asset" command.

Parameters:

NUMBER: Index of audio.

VOLUME: Value of the volume between 0(mute)-100(full)

Time Audio NUMBER, TIME

Set the position of an audio loaded with the "Load Asset" command.

Parameters:

NUMBER: Index of audio.

TIME: Value of the timer in seconds

Time Audio NUMBER

Return the position of audio

Parameters:

NUMBER: Index of audio.

Value returned:

number: The position of audio in seconds.

Video Loop On NUMBER

Repeat the playing at the end of video loaded with the "Load Asset" command.

Parameters:

NUMBER: Index of video.

Video Loop Off NUMBER

Stop Repeat the playing at the end of video

Parameters:

NUMBER: Index of video.

Play Video NUMBER

Play a video loaded with the "Load Asset" command

Parameters:

NUMBER: Index of video.

Stop Video NUMBER

Stop a video loaded by the "Load Asset" command.

Parameters:

NUMBER: Index of video.

Pause Video NUMBER

Pause a video loaded with the "Load Asset" command.

Parameters:

NUMBER: Index of video.

Volume Video NUMBER, VOLUME

Set the video volume

Parameters:

NUMBER: Index of video.

VOLUME: Value of the volume between 0(mute)-100(full)

Time Video NUMBER, TIME

Set the position of video in seconds

Parameters:

NUMBER: Index of video.

TIME: Value of the timer in seconds

Time Video NUMBER

Return the position of video in seconds

Parameters:

NUMBER: Index of video.

Value returned:

number: The position of video in seconds.

Draw Video NUMBER, X, Y

Draw a video loaded with the "Load Asset" command on the current screen

Parameters:

NUMBER: Index of video.

X: Position X of the video in pixel.

Y: Position Y of the video in pixel.

Draw Video NUMBER, X, Y, WIDTH, HEIGHT

Draw a video loaded with the "Load Asset" command on the current screen with a specific size

Parameters:

NUMBER: Index of video.

X: Position X of the video in pixel.

Y: Position Y of the video in pixel.

WIDTH: Width of the video in pixel.

HEIGHT: Height of the video in pixel.

Video Bob VIDEON, BOBN

Assign a video loaded with the "Load Asset" command as a Bob Image

Parameters:

VIDEON: Index of video.

BOBN: Index of Bob image.

Video Bob VIDEON, BOBN, WIDTH, HEIGHT

Assign a video loaded with the "Load Asset" command as a Bob Image with a specific size

Parameters:

VIDEON: Index of video.

BOBN: Index of Bob image.

WIDTH: Width of the used image.

HEIGHT: Height of the used image.

Video Bob VIDEON, BOBN, WIDTH, HEIGHT, REDVALUE, GREENVALUE, BLUEVALUE

Assign a video loaded with the "Load Asset" command as a Bob Image with Chroma key on a color

Parameters:

VIDEON: Index of video.

BOBN: Index of Bob image.

WIDTH: Width of the used image.

HEIGHT: Height of the used image.

REDVALUE: Value of Red component of the color transparent (0-255)

GREENVALUE: Value of Green component of the color transparent (0-255)

BLUEVALUE: Value of Blue component of the color transparent (0-255)