

# JETI DC/DS-24 Lua Programming API

## Introduction

The DC/DS-24 transmitter line brings new possibilities and enhancements of individual user programming due to Lua extension language. From now on, the capabilities of the transmitter become almost unlimited and it is only up to the user's imagination what can be done with the transmitter.

Lua is a powerful, fast, lightweight, embeddable scripting language. Lua combines simple procedural syntax with powerful data description constructs based on associative arrays and extensible semantics. Lua is dynamically typed, runs by interpreting bytecode for a register-based virtual machine, and has automatic memory management with incremental garbage collection, making it ideal for configuration, scripting, and rapid prototyping.

The transmitter is able to handle up to **10 Lua applications simultaneously**. Each application can offer up to **two telemetry entries** (either presented by a small window or overwriting the whole Desktop). To provide easy interaction and configuration, every application can offer up to **two forms** within the transmitter menu structures.

More about Lua (Currently in use: Lua 5.3.1):

- <http://www.lua.org/>
- <http://www.lua.org/manual/5.3/>

Lua is compiled with the following parameters:

- **LUA\_32BITS** – tells the Lua interpreter that the size of integer and floating point numbers is always 32 bits. The interpreter can benefit from hardware FPU support.
- **LUA\_FLOORN2I** – floating point number is always floored to the nearest integer if the called function requires an integer data type.
- Compatibility with older Lua versions (5.2 and 5.1) has been excluded from the build.

### WARNING

Do not use Lua applications for controlling any model function that could cause a crash if the application misbehaves or stops executing.

## Directories

The Lua applications must be placed on the internal SD card, into the `/Apps` folder. The applications inside this folder are automatically loaded during transmitter startup. The filenames must comply with the 8.3 format and must have a `.lua` extension (e.g. `SCRIPT1.LUA`). Based on the application filename, a unique 32-bit identifier is created, so that the system can reference each application quite easily. If the application filename changes, all model configuration for that application will be lost (e. g. telemetry screens, model and system setup).

You can use the ability to load the external Lua libraries using **require "modname"** statement. The libraries must be placed in a directory according to one of these schemes:

- /Apps/lib/<modname>.lua
- /Apps/lib/<modname>/init.lua
- /Apps/<modname>.lua
- /Apps/<modname>/init.lua

## Libraries

Lua Standard Libraries	Included
package	YES (loadlib not supported)
coroutine	NO
table	YES
io	YES (limited)
os	NO
string	YES
legacy bit32	NO (bitwise operators are standard in Lua 5.3)
math	YES
debug	NO

## Additional custom libraries

Library	Description
system	Basic system features, audio playback.
lcd	Drawing primitives, texts and images on screen.
form	User interaction using standard form dialogue.
dir	Allows simple traversing through directories.
json	Functions for JSON encoding and decoding.

## Hardware specification

The transmitter runs at this configuration (DC/DS-24):

- MCU: STM32F439 @ 168MHz
- External memory: 8MB (1MB reserved for framebuffer and system resources)
- SD card support: Up to 32GB micro SDHC
- Audio playback: MP3 (44.1kHz, 32kHz), WAV (8kHz, 11kHz, 16kHz, 22.05kHz, 32kHz, 44.1kHz; Mono/Stereo)
- Vibration support: Left and right gimbal

DC/DS-16:

- MCU: STM32F405 @ 168MHz
- SD card support: Up to 32GB micro SDHC
- Audio playback: WAV (8kHz, 11kHz, 16kHz, 22.05kHz, 32kHz, 44.1kHz; Mono/Stereo)

## Application interface

Every application consists of a single Lua script located in the */Apps* folder. Additional scripts and Lua libraries can be loaded using the **require** statement. The application script must return an array which describes its interface.

```
-- App1.lua
-- Application initialization.
local function init(code)
    print ("Application initialized")
end

-- Loop function is called in regular intervals
local function loop()
end

-- Application interface
return {init = init, loop = loop, author = "JETI model", version = "1.0",
        name = "App name"}
```

In this example we defined a simple application that prints a text to the debug window (available through the menu *Applications – User Applications*):

- **init** (<code>) – function that is called every time the model is loaded or changed. Here you can initialize all variables as well as register telemetry windows and configuration forms. (Limitation: access to the lcd and form libraries is disabled)
- **loop** – function that is called in regular intervals, every 20-30ms. The loop time is not guaranteed. (Limitation: access to the lcd is disabled, access to the form library limited)
- **author** – name of the application author
- **version** – string description of the application version
- **name** – application name

The **init** (<code>) function is called with a single parameter, “code”, which specifies a moment the application is loaded/initialized:

- code = 0 – the application has been loaded without any previous information.
- code = 1 – the application was loaded after the model had been loaded or changed.
- code = 2 – the application was loaded after the transmitter had disconnected from USB.

The <code> parameter has been available since V4.20.

### Global/local variables

All Lua applications share the same system environment. If you define any global variable or function, it will be accessible from all other Lua applications.

```
-- The counter variable is defined locally for a given file.
local counter = 1

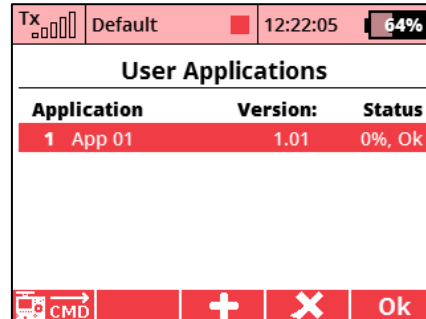
-- Loop function is called in regular intervals. Defined locally for a given file.
local function loop()
    -- Local variable temp
    local temp = counter + 1
    print (temp)
    counter = temp
end
```

### RECOMMENDATION

Always use local variables and functions. Using this approach, you will prevent possible problems if the system runs several Lua applications simultaneously. Even variables defined inside local functions without **local** keyword are global.

## Loading the applications

The DC/DS-24 offers a simple overview of installed and active applications. See the menu **Applications – User Applications**. Every time you switch to a different model, the Lua context resets and the selected applications are reloaded.



The application overview shows the application name, version, maximum CPU utilization [%] and status. If you press the 3D button over the application name, you will be redirected to the registered application form (if available).

The **F(1) “CMD”** button redirects you to the debug console.

Using the **F(3) “Plus”** button you can activate additional Lua applications (up to 10 can be active per model at the same time).

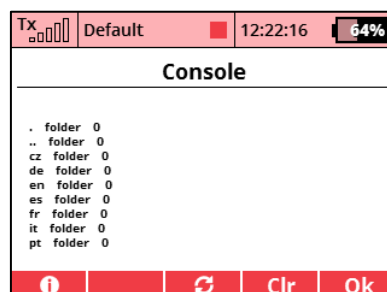
After pressing the **F(4) “Delete”** button the selected application will be uninstalled from the model. This operation only clears the application entries from the model memory and will not alter any file located on the SD card.

## Debug console

The **F(1) “Info”** button allows you to see the Lua garbage collector’s total size (visible only via the PC console).

After pressing the **F(3) “Refresh”** button, all the installed Lua applications will be reloaded. The Lua application context will be destroyed and recreated.

The **F(4) “Clr”** button clears texts of the debug console.



## Global variables/system constants

This section specifies the global variables available to the user.

### General values

DISABLED	Integer zero.
ENABLED	Integer one.
HIGHLIGHTED	Different from the above (used to highlight active form buttons).

### Font definition

FONT_NORMAL	Default font.
FONT_BOLD	Bold font used to highlight important sections.
FONT_MINI	Tiny font.
FONT_BIG	Large font used for menu entries and form titles.
FONT_MAXI	Largest font available for telemetry values etc.

### Menu definition

MENU_NONE	Destination menu not specified.
MENU_MAIN	Specifies an entry in Main menu.
MENU_FINE	Specifies an entry in Fine Tuning menu.
MENU_ADVANCED	Specifies an entry in Advanced Props. menu.
MENU_APPS	Specifies an entry in Applications menu.
MENU_SYSTEM	Specifies an entry in System menu.
MENU_GAMES	Specifies an entry in Games menu.

### Persistent data specification

SYSTEM	Data is system-specific (global for all models).
MODEL	Data is model-specific.







































### Audio definitions

AUDIO_BACKGROUND	Audio playback in the background.
AUDIO_IMMEDIATE	Audio playback starts immediately in the front.
AUDIO_QUEUE	Audio playback in the front playback queue.
SOUND_START	System “startup” audio file.
SOUND_BOUND	System “receiver bound” audio file.
SOUND_LOWTVOLT	System “low tx voltage” audio file.
SOUND_LOWSIGNAL	System “low signal” audio file.
SOUND_SIGNALLOSS	System “signal loss” audio file.
SOUND_RANGEST	System “range test” audio file.
SOUND_AUTOTRIM	System “autotrim” audio file.
SOUND_INACT	System “inactivity alarm” audio file.
SOUND_LOWQ	System “low signal quality” audio file.
SOUND_RXRESET	System “receiver has rebooted” audio file.

### Key definitions

KEY_1	F(1) button code.
KEY_2	F(2) button code.
KEY_3	F(3) button code.
KEY_4	F(4) button code.
KEY_5	F(5) button code.
KEY_MENU	Menu button code.
KEY_ESC	Escape button code.
KEY_ENTER	Enter (Rotary pressed) button code.
KEY_UP	Rotary Up button code.
KEY_DOWN	Rotary Down button code.
KEY_RELEASED	Keycode generated after any button has been released.

**Default system images**

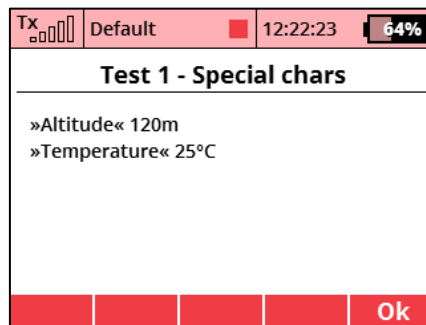
":sndOn"		":inc"	+
":sndOff"		":dec"	-
":left"		":music"	
":right"		":folder"	
":up"		":global"	
":down"		":single"	
":ok"		":rec"	
":edit"		":stopSmall"	
":okBig"		":refresh"	
":listBig"		":tools"	
":cross"		":add"	+
":wait"		":delete"	
":crossBig"		":graphBig"	
":list"		":graph"	
":modelG"		":forward"	
":modelGDS"		":backward"	
":modelAir"		":zoomIn"	
":modelHeli"		":zoomOut"	
":modelCopter"		":key"	
":servo"		":file"	
":play"		":timer"	
":stop"			

## Supported charset

The DC/DS-24 supports a subset of UTF-8 charset. A standard 7-bit ASCII is supported, plus additional Unicode characters which are listed in the table below. Since Lua 5.3 contains native UTF-8 support for strings, you can write the applications directly in UTF-8 encoding (this is a preferred option as well).

```
-- This function displays some text with special (Unicode) characters
local function printForm()
    local altitude = 120
    local temperature = 25
    lcd.drawText(10,10,"»Altitude« " .. altitude .. "m")
    lcd.drawText(10,30,"»Temperature« " .. temperature .. "°C")
end
-- During initialization the application registers a form inside the main menu
local function init()
    system.registerForm(1,MENU_MAIN,"Test 1 - Special chars",nil, nil,printForm)
end

return {init=init,author="JETI model", version="1.0"}
```





**Available special characters**

Unicode	Character	Unicode	Character	Unicode	Character	Unicode	Character
171	«	218	Ú	248	ø	327	Ň
176	°	219	Û	249	ù	328	ň
177	±	220	Ü	250	ú	336	Ŏ
187	»	221	Ý	251	û	337	ö
192	À	222	Þ	252	ü	340	Ř
193	Á	223	ß	253	ý	341	ř
194	Â	224	à	254	þ	344	Ř
195	Ã	225	á	255	ÿ	345	ř
196	Ä	226	â	260	Ą	346	Ś
197	Å	227	ã	261	ą	347	ś
198	Æ	228	ä	262	Ć	350	Ş
199	Ç	229	å	263	ć	351	ş
200	È	230	æ	268	Č	352	Š
201	É	231	ç	269	č	353	š
202	Ê	232	è	270	Ď	354	Ț
203	Ë	233	é	271	ď	355	ț
204	Ì	234	ê	272	Đ	356	Ț
205	Í	235	ë	273	đ	357	ț
206	Î	236	ì	280	Ę	366	Ů
207	Ï	237	í	281	ę	367	ů
209	Ñ	238	î	282	Ě	368	Ů
210	Ò	239	ï	283	ě	369	ů
211	Ó	240	ð	313	Ĺ	377	Ž
212	Ô	241	ñ	317	Ľ	378	ž
213	Õ	242	ò	318	ĺ	379	Ž
214	Ö	243	ó	321	Ł	380	ż
215	×	244	ô	322	ł	381	Ż
216	Ø	245	õ	323	Ń	382	ž
217	Ù	246	ö	324	ń		

## System library

### Functions overview

Method	Description
<b>getCPU</b>	Gets the CPU utilization (0-100%).
<b>getTime</b>	Gets the current time as seconds elapsed since Jan 1 2000, 00:00:00.
<b>getTimeCounter</b>	Gets current timestamp in milliseconds.
<b>getDateTime</b>	Retrieves the current date and time in a table.
<b>getVersion</b>	Gets the transmitter SW version (e. g. "4.00").
<b>getDeviceType</b>	Gets the device type as string ("JETI DC-24").
<b>getLocale</b>	Gets the current locale (e. g. "en").
<b>getTxTelemetry</b>	Retrieves the system voltage, signal quality etc.
<b>getUserName</b>	Gets the user name.
<b>getSerialCode</b>	Gets the registration number
<b>getSensors</b>	Retrieves all detected sensors/values in a table.
<b>getSensorByID</b>	Gets a single sensor value.
<b>getInputs</b>	Gets multiple values of sticks/switches.
<b>getInputsVal</b>	Gets the current value based on a "SwitchItem" datatype. Up to 8 switches can be defined.
<b>getRawIMU</b>	Gets raw gyro/accelerometer readings (DS only)
<b>getIMU</b>	Gets calculated position/acceleration (DS only)
<b>messageBox</b>	Invokes the info/alert message pop-up.
<b>registerTelemetry</b>	Registers a new telemetry window.
<b>registerForm</b>	Registers a new interactive form.
<b>unregisterTelemetry</b>	Unregisters a given telemetry window.
<b>unregisterForm</b>	Unregisters a given form.
<b>registerControl</b>	Registers an output control.
<b>setControl</b>	Sets a value to the output control.
<b>unregisterControl</b>	Unregisters a given output control.
<b>pLoad</b>	Loads and registers a permanent parameter.
<b>pSave</b>	Saves the permanent parameter.
<b>vibration</b>	Starts vibrations.
<b>playFile</b>	Plays a specified audio file.
<b>playNumber</b>	Announces a numeric value by voice.
<b>playBeep</b>	System beep.
<b>playSystemSound</b>	Plays one of the system sounds.
<b>isPlayback</b>	Checks if any audio file is being played.
<b>stopPlayback</b>	Stops the playback.
<b>setProperty</b>	Sets some of the system properties.
<b>getProperty</b>	Retrieves one of the available system properties. (since V4.20)

## LCD library

### Properties

<b>width</b>	Display width in px (320)
<b>height</b>	Display height in px (240)

### Functions overview

<b>setColor</b>	Sets the foreground color to a new value.
<b>drawPoint</b>	Draws a point with given coordinates.
<b>drawLine</b>	Draws a line.
<b>drawText</b>	Draws a text with specified font.
<b>drawRectangle</b>	Draws a rectangle (optionally rounded).
<b>drawFilledRectangle</b>	Draws filled rectangle.
<b>drawCircle</b>	Draws a circle. <i>(since V4.20)</i>
<b>drawEllipse</b>	Draws an ellipse. <i>(since V4.20)</i>
<b>drawNumber</b>	Draws a number (integer only).
<b>drawImage</b>	Draws an image loaded by loadImage().
<b>loadImage</b>	Loads an image from SD card (JPG or PNG).
<b>getTextHeight</b>	Gets the text height.
<b>getTextWidth</b>	Gets the text width.
<b>getBgColor</b>	Gets the background color.
<b>getFgColor</b>	Gets the foreground color.
<b>setClipping</b>	Sets a clipping rectangle. <i>(since V4.20)</i>
<b>resetClipping</b>	Resets already defined clipping rectangle. <i>(since V4.20)</i>

## Form library

The form library is available only when the interactive Lua form is opened.

### Functions overview

<b>addRow</b>	Creates a new row and pushes it to the layout.
<b>addSpacer</b>	Creates a blank space with specified dimensions.
<b>addLabel</b>	Creates a new label and pushes it to the layout.
<b>addIntbox</b>	Creates a new integer editor and pushes it to the layout.
<b>addTextbox</b>	Creates a new text editor and pushes it to the layout.
<b>addSelectbox</b>	Creates a drop-down menu and pushes it to the layout.
<b>addAudioFilebox</b>	Creates a drop-down menu of available audio files and pushes it to the layout.
<b>addInputbox</b>	Creates an input selection control and pushes it to the layout.
<b>addCheckbox</b>	Creates a new checkbox element.
<b>addLink</b>	Creates a link control and pushes it to the layout.
<b>getValue</b>	Gets the value of a specified control.
<b>setValue</b>	Sets the value of a specified control.
<b>setProperties</b>	Sets the properties of a specified control.
<b>setButton</b>	Sets the button type and label for F(1) – F(5)
<b>getButton</b>	Gets the button type and label (F(1) – F(5))
<b>getActiveForm</b>	Gets the ID of an active form (or nil)
<b>close</b>	Closes the form.
<b>reinit</b>	Destroys all created components and reinitializes the form.
<b>preventDefault</b>	Prevents default system behavior after a key has been pressed.
<b>waitForRelease</b>	Forces all the buttons to be released before any other button can be pressed.
<b>getFocusedRow</b>	Returns the currently focused row.
<b>setFocusedRow</b>	Sets the focused row in the form.
<b>addIcon</b>	Adds an image into a form. <i>(since V4.20)</i>
<b>setTitle</b>	Sets the form title. <i>(since V4.20)</i>
<b>question</b>	Raises the YES/NO question <i>(since V4.20)</i>

## Library functions reference

### ***dir*** (<path>)

The `dir` function allows you to traverse through a directory within a single cycle. After calling this function for the first time, a directory iterator is created. Any succeeding call returns the next directory entry.

#### Parameters

- **path** (string) – a specified path located on the SD card. Relative or absolute paths can be used. The path should be accessible.

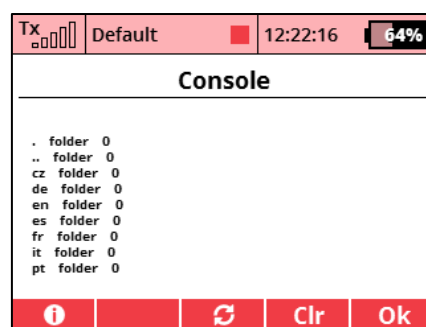
#### Return value

- <itemName> (string), <itemType> (string), <fileSize> (integer) - entry details. *Item type* can be either “file” or “folder”. File size is specified in Bytes.
- **nil** – in case of error or directory end.

#### Examples

```
-- Print all files and directories inside the Lang folder
local function init()
    for name, filetype, size in dir("/Lang") do
        print(name, filetype, size)
    end
end

-----
return {init=init, author="JETI model", version="1.0"}
```



## ***io.open (<path> [, <mode = "r">])***

The io library has been simplified and currently supports a subset of the full io library.

The open () function opens a specified file located on the SD card. After calling the io.open () function you can call subsequent reading and writing functions. As soon as you finish the file operations, the io.close () function must be called to clear the resources.

### **RECOMMENDATION**

If you have several model-specific parameters that need to be synchronized, please use the *system.pLoad()* and *system.pSave()* functions instead io library functions.

### **Parameters**

- **path** (string) – a specified file path located on the SD card. Only absolute paths are used. The path should be accessible.
- **mode** (string) – a file access option. Can be one of the following strings:
  - "r" – read access. The open () function opens an existing file for reading. The read pointer is located at the beginning of the file.
  - "w" – write access. The open () function opens existing file or creates a new one if it didn't exist. The file is truncated to zero length.
  - "a" – append/write access. The open () function opens existing file or creates a new one if it didn't exist. The write pointer is located at the end of the file keeping its existing contents.

### **Return value**

- **<fileObject>** - an opened file descriptor in case of success.
- **nil** – in case of error.

### **Examples**

See **io.read** (<fileObject>, <noBytes>)

## ***io.close (<fileObject>)***

The close () function closes a file previously opened by the io.open () function.

### **Parameters**

- **fileObject** – a file descriptor returned by the io.open () function.

### **Return value**

none

### **Examples**

See **io.read** (<fileObject>, <noBytes>)

## ***io.read (<fileObject>, <noBytes>)***

The read () function reads specified number of bytes from an opened file.

### **Parameters**

- **fileObject** – a file descriptor returned by the io.open () function. The file must be opened in read mode.
- **noBytes** (integer) – number of bytes to read. The function may read less bytes than requested when reaching the end of file.

### **Return value**

- (string) – a string with noBytes (or less) characters.
- "" – empty string after reaching the end of file.

### **Examples**

```
local appName = "Test 26 - IO Access"
```

```
-----
local function init()
```

```
    -- Read file
```

```
    local val
```

```
    local f = io.open("Foo.txt","r")
```

```
    if(f) then
```

```
        local data = io.read(f, 10)
```

```
        io.close(f)
```

```
        val = tonumber(data)
```

```
    end
```

```
    -- Increment the counter
```

```
    if(not val) then
```

```
        val=1
```

```
    else
```

```
        val=val+1
```

```
    end
```

```
    -- Print to console
```

```
    print("New value: "..val)
```

```
    -- Write back
```

```
    f = io.open("Foo.txt","w")
```

```
    if(f) then
```

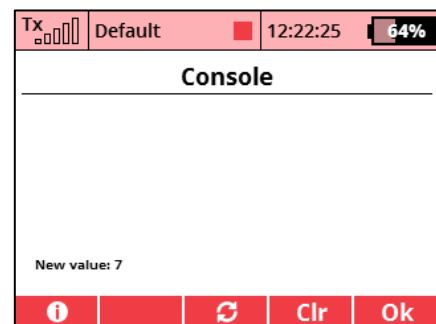
```
        io.write(f, val,"\n")
```

```
        io.close(f)
```

```
    end
```

```
end
```

```
-----
return {init=init, author="JETI model", version="1.00", name=appName}
```





## ***io.write (<fileObject>, <data>[, <data>, ...])***

The write () function writes *data* to an opened file.

### **Parameters**

- **fileObject** – a file descriptor returned by the io.open () function. The file must be opened in *write* or *append* mode.
- **data** – any Lua type that can be converted into string. If more than one data parameter is used their contents are written to the file by one in the same order as they are specified.

### **Return value**

- **fileObject** – if data was successfully written.
- **nil, <errorString>, <errorNumber>** - if the data can't be written.

### **Examples**

See **io.read** (<fileObject>, <noBytes>)

## ***io.seek (<fileObject>, <offset>)***

The seek () function moves the current file pointer to a new absolute position.

### **Parameters**

- **fileObject** – a file descriptor returned by the io.open () function.
- **offset** (integer) – new absolute position from the beginning of the file. It must be a positive integer. If specified offset is bigger than the file size, the pointer is moved to the end of the file.

### **Return value**

- (integer) – “0” in case of success, other values mean failure.

### **Examples**

```
local appName = "Test 27 - IO Seek"
-----
local function init()
    f = io.open("Foo-2.txt","w")
    if(f) then
        io.write(f, "Hello World!")
        io.seek(f,6)
        io.write(f, "JETI DC-24!")
        io.close(f)
        -- Foo-2 now contains "Hello JETI DC-24!"
    end
end
-----
return {init=init, author="JETI model", version="1.00", name=appName}
```

## ***json.encode (<value>)***

The json library is based on the Lua CJSON project (<http://www.kyne.com.au/~mark/software/lua-cjson.php>). Only two functions (encode and decode) are supported.

The encode () function serialises a Lua value into a string containing the JSON representation.

Standards compliant JSON must be encapsulated in either an object ({} ) or an array ([]). If strictly standards compliant JSON is desired, a table must be passed to json.encode function.

### **Parameters**

- **value** – can be one of these types: boolean, lightuserdata (NULL only), nil, number, string, table. Other types generate a runtime error.

### **Return value**

- (string) – a string representation of the value.

### **Examples**

```
value = { true, { foo = "bar" } }  
json_text = json.encode(value)  
-- Returns: '[true,{"foo":"bar"}]'
```

## ***json.decode (<text>)***

The json library is based on the Lua CJSON project (<http://www.kyne.com.au/~mark/software/lua-cjson.php>). Only two functions (encode and decode) are supported.

The decode () function deserialises any UTF-8 JSON string into a Lua value or table. The function requires that any NULL (ASCII 0) and double quote (ASCII 34) characters are escaped within strings. All escape codes will be decoded and other bytes will be passed transparently. UTF-8 characters are not validated during decoding and should be checked elsewhere if required.

JSON null will be converted to a NULL lightuserdata value. Numbers incompatible with the JSON specification (infinity, NaN, hexadecimal) can be decoded as well.

Care must be taken after decoding JSON objects with numeric keys. Each numeric key will be stored as a Lua string. Any subsequent code assuming type number may break.

### **Parameters**

- **text** – a string representation of the value.

### **Return value**

- A decoded value.

### **Examples**

```
json_text = '[ true, { "foo": "bar" } ]'
value = json.decode(json_text)
-- Returns: { true, { foo = "bar" } }
```

## ***system.getCPU ()***

This function returns current system instructions usage by the Lua interpreter. Using this function you can prevent enormous CPU usage. If the script reaches 100% utilization, it will be killed. The CPU usage counter resets before the transmitter calls any Lua function (init, loop ...).

### **Parameters**

none

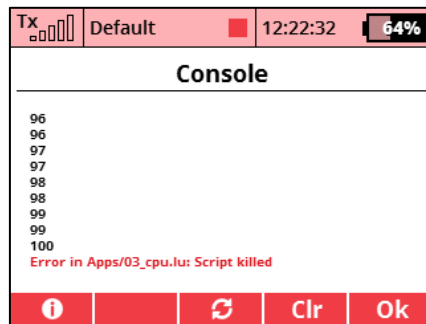
### **Return value**

- (number) – integer range from 0 to 100, meaning 0 as the least CPU utilization.

### **Examples**

```
-- The script is killed after reaching 100% CPU utilization
local function init()
  while true do
    -- A dummy cycle
    for val = 1, 100 do
      end
      print ( system.getCPU() )
    end
  end
end

-----
return {init=init, author="JETI model", version="1.0"}
```



## ***system.getTime ()***

The function gets the current time as seconds elapsed since January 1, 2000, 00:00:00.

### **Parameters**

none

### **Return value**

- (number) – current time. Please note that the numeric representation uses 32-bit signed integer which causes possible overflow in 2068.

### **Examples**

```
-- Displays a blinking text
local function printForm()
    if(system.getTime() % 2 == 0) then
        lcd.drawText(10,30,"Blinking text",FONT_MAXI)
    end
end

-----

local function init()
    system.registerForm(1,MENU_MAIN,"Test 4 - Get Time",nil, nil,printForm)
end

-----

return {init=init,author="JETI model", version="1.0"}
```



## ***system.getTimeCounter ()***

The function gets current timestamp in milliseconds. The timestamp counts from zero (cleared after the transmitter resets). This function can be used to measure small time increments between the loop calls.

### **Parameters**

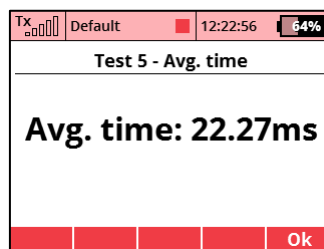
none

### **Return value**

- (number) – current timestamp. Please note that the numeric representation uses 32-bit signed integer.

### **Examples**

```
-- Prints the average period between calls of the Loop function
local lastTime
local avgTime
-- Calculates the average period
local function loop()
    local newTime = system.getTimeCounter()
    local delta = newTime - lastTime
    lastTime = newTime
    if (avgTime == 0) then
        avgTime = delta
    else
        avgTime = avgTime * 0.95 + delta * 0.05
    end
end
-- Displays an average time between loops
local function printForm()
    lcd.drawText(10,30,string.format("Avg. time: %.2fms",avgTime),FONT_MAXI)
end
-----
local function init()
    system.registerForm(1,MENU_MAIN,"Test 5 - Avg. time",nil, nil,printForm)
    lastTime = system.getTimeCounter()
    avgTime = 0
end
-----
return {init=init, loop=loop, author="JETI model", version="1.0"}
```



## ***system.getDateTime()***

This function retrieves the current date and time as a table.

### **Parameters**

none

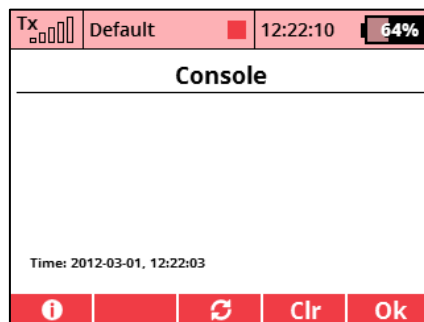
### **Return value**

- (table) with elements "year" (2000+), "mon" (1-12), "day" (1-31), "hour" (0-24), "min" (0-59), "sec" (0-59).

### **Examples**

```
-- Prints the current date and time
```

```
-----  
local function init()  
    local dt = system.getDateTime()  
    print (string.format("Time: %d-%02d-%02d, %d:%02d:%02d",  
        dt.year, dt.mon, dt.day, dt.hour, dt.min, dt.sec))  
end  
-----  
return {init=init, author="JETI model", version="1.0"}
```







## ***system.getVersion()***

This function gets the transmitter SW version (e. g. “4.00”).

### **Parameters**

none

### **Return value**

- (string) – Tx version.

### **Examples**

***system.getDeviceType ()***

This function gets the device type as string (e. g. “JETI DC-24”).

**Parameters**

none

**Return value**

- (string), (integer) – Device type, emulator flag (1 – script running inside emulator, 0 – physical device).

**Examples**

## ***system.getLocale ()***

This function gets the current system locale (e. g. “en”). It is useful if you want to translate the application into several languages.

### **Parameters**

none

### **Return value**

- (string) – locale (cz, de, en, fr, it, pt...).

### **Examples**

```
-- Displays localized texts
local translations = {en = "Voltage", cz = "Napětí", de = "Spannung", fr =
" Tension"}

-----

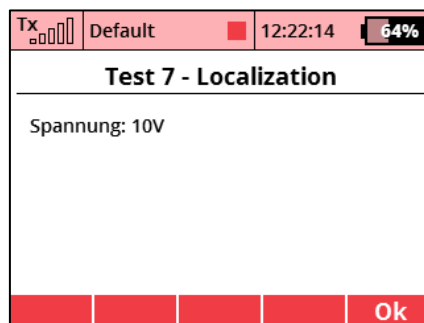
local function printForm()
    local locale = system.getLocale()
    -- Use English as default locale
    local voltage = translations[locale] or translations["en"]
    lcd.drawText(10,10,voltage .. ": 10V")
end

-----

local function init()
    system.registerForm(1,MENU_MAIN,"Test 7 - Localization",nil, nil,printForm)
end

-----

return {init=init, author="JETI model", version="1.0"}
```



## ***system.getTxTelemetry ()***

This function retrieves the system voltage, signal quality etc.

### **Parameters**

none

### **Return value**

- (table) - table containing basic transmitter and receiver telemetry data:
  - "txVoltage" – transmitter voltage [V]
  - "txBattPercent" – remaining battery capacity in percent
  - "txCurrent" – transmitter current [mA]
  - "txCapacity" – battery capacity (charged/discharged) [mAh]
  - "rx1Percent" – signal quality of the primary receiver [%]
  - "rx1Voltage" – primary receiver voltage [V]
  - "rx2Percent" – signal quality of the secondary receiver [%]
  - "rx2Voltage" – secondary receiver voltage [V]
  - "rxBVoltage" – backup (900MHz) receiver voltage [V]
  - "rxBPercent" – signal quality of the backup receiver [%]
  - "photoValue" – raw value of the light intensity sensor (range from 0 to 4096)
  - "RSSI" – a signal strength indicator (table). Higher value means stronger signal. The table values are specified in the following order:
    - Antenna 1 of Rx1,
    - Antenna 2 of Rx1,
    - Antenna 1 of Rx2,
    - Antenna 2 of Rx2,
    - Antenna 1 of backup Rx,
    - Antenna 2 of backup Rx.

**Note:** Some of the telemetry values are not available in DC/DS-16.

### **Examples**

```
-- Displays Rx/Tx telemetry
local txTel = system.getTxTelemetry();

lcd.drawText(10,20,string.format("Rx1: %dV, Q=%d%%, A1/2=%d/%d", txTel.rx1Voltage,
    txTel.rx1Percent, txTel.RSSI[1],txTel.RSSI[2]))

lcd.drawText(10,40,string.format("Rx2: %dV, Q=%d%%, A1/2=%d/%d", txTel.rx2Voltage,
    txTel.rx2Percent, txTel.RSSI[3], txTel.RSSI[4]))

lcd.drawText(10,60,string.format("RxB: %dV, Q=%d%%, A1/2=%d/%d", txTel.rxBVoltage,
    txTel.rxBPercent, txTel.RSSI[5], txTel.RSSI[6]))

lcd.drawText(10,80,string.format("Tx: %.2fV, Batt=%d%%, I=%.2fmA",
    txTel.txVoltage, txTel.txBattPercent, txTel.txCurrent))
```



## ***system.getUserName ()***

This function retrieves the user name (can be set in System – Configuration).

### **Parameters**

none

### **Return value**

- (string) - user name

### **Examples**

***system.getSerialCode ()***

This function retrieves the transmitter registration code (see the System – Installed Modules menu).

**Parameters**

none

**Return value**

- (string) - registration code in the following format: "XXXX-XXXX-XXXX-XXXX"

**Examples**

## ***system.getSensors ()***

This function retrieves all detected sensors/values in a table. Please refer to the **JETI Telemetry Communication Protocol** for further details on available data types and EX telemetry format:

- <http://www.jetimodel.com/en/Telemetry-Protocol/>

### **Parameters**

none

### **Return value**

- (table) - a list of telemetry entries. Each entry contains the following parameters:
  - "id" (integer) – sensor unique identifier.
  - "param" (integer) – telemetry parameter identifier (0 stands for sensor label).
  - "decimals" (integer) – number of digits after the decimal point.
  - "type" (integer) – telemetry data type (e. g. 5 = date/time, 9 = GPS coordinates).
  - "label" (string) – telemetry label (or name of the sensor).
  - "unit" (string) – sensor unit. Only default units are available, without conversion. Meters for distance, meters per second for speed etc.
  - "valid" (boolean) – true if the telemetry value has been refreshed recently.
  - "valSec", "valMin", "valHour" (integer) – value representation for the “time” data type.
  - "valYear", "valMonth", "valDay" (integer) – value representation for the “date” data type.
  - "value", "min", "max" (float) – value representation for all numerical data types.
  - "valGPS" (integer-coded) – value representation for the GPS coordinates.

## Examples

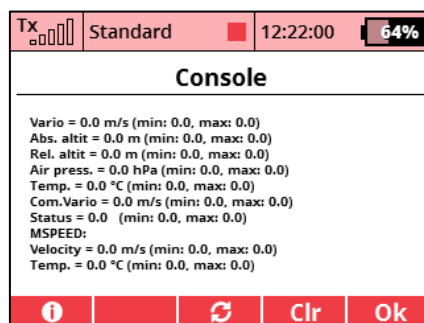
```
-- Displays all available sensors and their values

-----

local function init()
  local sensors = system.getSensors()
  for i,sensor in ipairs(sensors) do
    if (sensor.type == 5) then
      if (sensor.decimals == 0) then
        -- Time
        print (string.format("%s = %d:%02d:%02d", sensor.label, sensor.valHour,
                              sensor.valMin, sensor.valSec))
      else
        -- Date
        print (string.format("%s = %d-%02d-%02d", sensor.label, sensor.valYear,
                              sensor.valMonth, sensor.valDay))
      end
    elseif (sensor.type == 9) then
      -- GPS coordinates
      local nesw = {"N", "E", "S", "W"}
      local minutes = (sensor.valGPS & 0xFFFF) * 0.001
      local degs = (sensor.valGPS >> 16) & 0xFF
      print (string.format("%s = %d° %f' %s", sensor.label,
                            degs, minutes, nesw[sensor.decimals+1]))
    else
      if(sensor.param == 0) then
        -- Sensor label
        print (string.format("%s:",sensor.label))
      else
        -- Other numeric value
        print (string.format("%s = %.1f %s (min: %.1f, max: %.1f)", sensor.label,
                              sensor.value, sensor.unit, sensor.min, sensor.max))
      end
    end
  end
end
end
end

-----

return {init=init, author="JETI model", version="1.0"}
```





***system.getSensorByID (<sensor ID>, <sensor param>)***

This function gets a single sensor value based on sensor ID and a specified parameter.

**Parameters**

- **Sensor ID** – a unique identifier of the requested sensor.
- **Sensor param** – requested sensor parameter (0 stands for sensor label).

**Return value**

- (table) – telemetry entry as specified in system.getSensors ().
- nil – if the entry doesn't exist

**Examples**

## ***system.getInput*** (<Input 1>[, <Input 2>] [, <Input 3>], ...)

This function gets multiple values of sticks/switches. Up to 8 inputs can be defined. The function guarantees that all values are retrieved at the same time/Tx frame. The function call is protected by a mutex so values will not change within the function call.

### **Parameters**

- Input 1-n (string) – specified input controls.

Allowed controls	Code
Sticks/proportional controls	P1, P2, P3, P4, P5, P6, P7, P8
Switches	SA, SB, SC, SD, SE, SF, SG, SH, SI, SJ, SK, SL
Trainer inputs (wireless trainer)	T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16
PPM inputs	CH1, CH2, CH3, CH4, CH5, CH6, CH7, CH8
Servo outputs	O1, O2, ..., O24

### **Return value**

- (list) – a list of input values within range <-1, 1>. If the control doesn't exist, nil will be returned.

### **Examples**

```
local sa, sb, p1, p2 = system.getInput("SA","SB","P1","P2")
-- sa, sb, p1, p2 now contain numbers within range <-1, 1>
```

## ***system.getInputsVal (<Input 1>[, <Input 2>] [, <Input 3>], ...)***

This function gets the current input value based on a "SwitchItem" datatype. Up to 8 switches can be defined. The function guarantees that all values are retrieved at the same time/frame. It allows users to select any proportional control as an input. The function call is protected by a mutex so values will not change within the function call.

### **Parameters**

- **Input 1-8** (SwitchItem or nil) – specified input controls.

### **Return value**

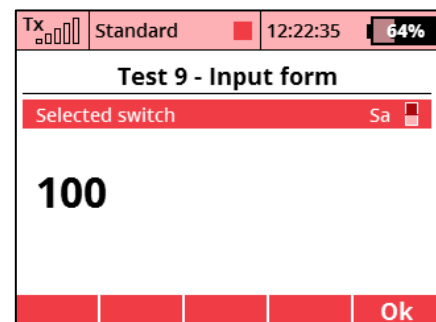
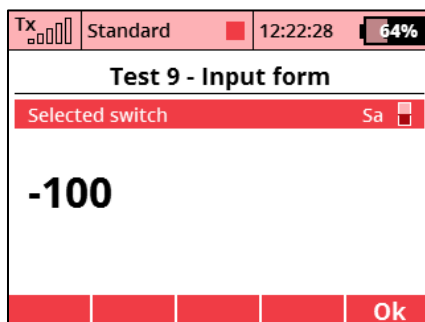
- (list) – list of input values within range <-1, 1>. If the control doesn't exist, nil will be returned.

### **Examples**

```
-- Assigned switch as a local variable
local switch
-- Form initialization
local function initForm()
    form.addRow(2)
    form.addLabel({label="Selected switch"})
    form.addInputbox(switch, true, function(value) switch = value end)
end
-- Print the value if the switch is assigned
local function printForm()
    local val = system.getInputsVal(switch)
    if(val) then
        lcd.drawNumber (10, 50, val * 100, FONT_MAXI)
    end
end

local function init()
    system.registerForm(1,MENU_MAIN,"Test 9 - Input form",initForm, nil,printForm)
end

-----
return {init=init, author="JETI model", version="1.0"}
```



## ***system.getIMU ([<smoothed = 0>]) – Only DS***

This function returns the current attitude calculated from accelerometer/gyro inputs. This is not an Euler attitude representation since the rotations aren't consecutive rotations but only angles between Earth and the IMU.

### **Parameters**

- **smoothed** (integer) – optional parameter that says the attitude should be returned after all the transmitter processing has been applied (filtering, smoothing, rates and pitch offset). If this parameter is zero (by default), no additional filtering is applied.

### **Return value**

- (table) – a table consisting of the following keys:
  - r – “roll axis”. Angle between the Earth ground plane and the IMU Y axis.
  - p – “pitch axis”. Angle between the Earth ground plane and the IMU X axis.
  - y – “yaw axis”. Angle between the Earth North and the IMU X axis.
  - ax – normalized real device acceleration adjusted to remove gravity (1G ~ 1.0).
  - ay – normalized real device acceleration adjusted to remove gravity (1G ~ 1.0).
  - az – normalized real device acceleration adjusted to remove gravity (1G ~ 1.0).

### **Examples**

## ***system.getRawIMU ()* – Only DS**

Returns raw IMU (Inertial Motion Unit) data. The data format is 16-bit signed so the range values could be anything between -32768 and 32767.

### **Parameters**

None

### **Return value**

- (table) – a table consisting of the following keys:
  - ax – raw accelerometer data for X axis. Maximum range is  $\pm 2G$ .
  - ay – raw accelerometer data for Y axis. Maximum range is  $\pm 2G$ .
  - az – raw accelerometer data for Z axis. Maximum range is  $\pm 2G$ .
  - gx – raw gyroscope data for X (pitch) axis. Maximum range is  $\pm 2000^\circ/s$ .
  - gy – raw gyroscope data for Y (roll) axis. Maximum range is  $\pm 2000^\circ/s$ .
  - gz – raw gyroscope data for Z (yaw) axis. Maximum range is  $\pm 2000^\circ/s$ .

### **Examples**

## ***system.setProperty (<propertyName>, <value>)***

Can set some of the system properties.

### **Parameters**

- **propertyName** (string) – name of the property.
- **value** – value to be set.

Property	Possible values	Note
WirelessMode	Teacher, Student, Default	
WirelessEnabled	0, 1	Enables/disables wireless system.
Volume	0 - 16	Sets the system volume.
VolumePlayback	0 - 100	Sets the audiofile-playback volume.
VolumeBeep	0 - 100	Sets the beep volume
Backlight	0 - 1000	Sets the backlight value
Color	0 - 11	Sets the system color profile by index (only DC/DS-24)
BacklightMode	0 (Off) – 3 (Always)	Sets the backlight mode

### **Return value**

none

### **Examples**

```
-- sets the wireless teacher mode (doesn't work in Double Path).
system.setProperty("WirelessMode", "Teacher")

-- sets the wireless student mode (doesn't work in Double Path).
system.setProperty("WirelessMode", "Student")

-- sets the wireless mode to default (doesn't work in Double Path).
system.setProperty("WirelessMode", "Default")

-- Enables (1) or disables (0) wireless transmission
system.setProperty("WirelessEnabled", 1)
```

## ***system.getProperty (<propertyName>)***

Since V4.20

Can retrieve some of the system properties by name.

### **Parameters**

- **propertyName** (string) – name of the property.

### **Return value**

- **value** – value of the property.

<b>Property</b>	<b>Return values</b>	<b>Note</b>
WirelessMode	Teacher, Student, Default	
WirelessEnabled	0, 1	
Volume	0 - 16	
VolumePlayback	0 - 100	
VolumeBeep	0 - 100	
Backlight	0 - 1000	
Color	0 - 11	Only DC/DS-24
BacklightMode	0 (Off) – 3 (Always)	
<b>Model</b>	String	Returns the model name
<b>ModelFile</b>	String	Returns the filename of current model.

### **Examples**

***system.messageBox (<message>[, <timeout = 3>])***

After calling the `messageBox ()` function, the status message will be shown for a short period specified by the `Timeout` parameter.

**Parameters**

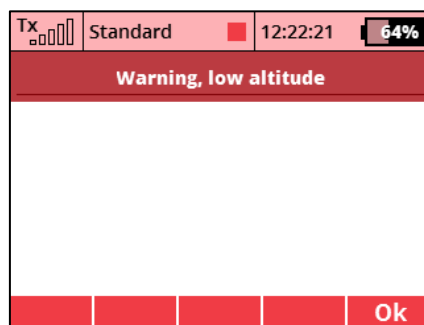
- **Message** (string) – message to be displayed.
- **Timeout** – display timeout specified in seconds.

**Return value**

none

**Examples**

```
system.messageBox("Warning, low altitude", 5)
system.messageBox("", 0)      -- clears the message immediately
```





## ***system.registerTelemetry ( <windowNo>, <label>, <size>, <printFunction> )***

The registerTelemetry () function registers a new telemetry window that can be displayed on the main screen (Desktop). The telemetry window is then accessible in the *Timers/Sensors – Displayed Telemetry* menu. Up to two independent telemetry windows can be created per application. Lua telemetry windows on the Desktop will be included in the model configuration file.

Recommended is to call this function during the application initialization.

### **Parameters**

- **windowNo** (integer) – window identifier (either 1 or 2; max. 2 windows are allowed).
- **label** (string, max. 31Bytes long) – window label.
- **size** (integer) – size of the telemetry window, can be one of the following values:
  - 0 – automatic size (the window will occupy either 1 or 2 positions as selected by the user)
  - 1 – only small window is allowed, the window will occupy only one position.
  - 2 – only big window is allowed (2 positions).
  - 3 – the whole screen is reserved for the Lua telemetry (keeping status bar visible at the bottom left).
  - other – the whole screen is reserved for the Lua telemetry (without the status bar at the bottom left).
- **printFunction** – a function that is called to draw the contents of the telemetry window. It takes two parameters: width and height of the drawing canvas. The canvas is always cleared before calling the printFunction.

### **Return value**

- (integer) – registered number (windowNo) on success.
- nil – in case of error.

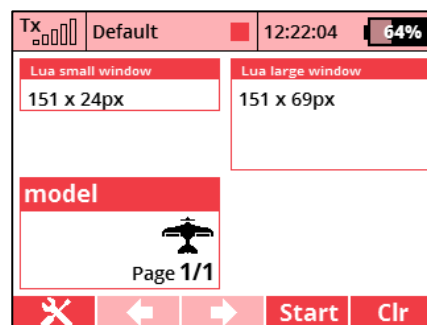
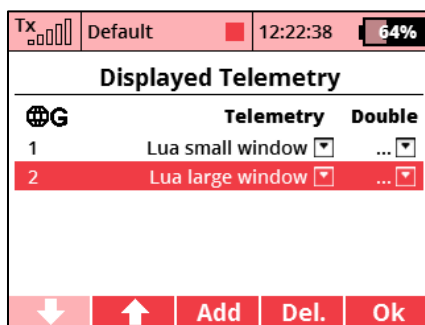
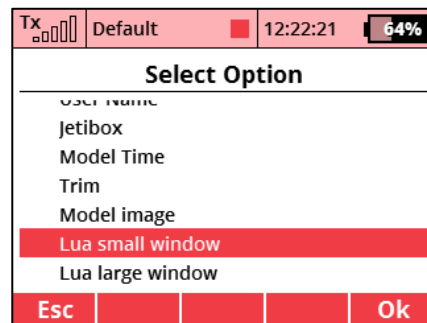
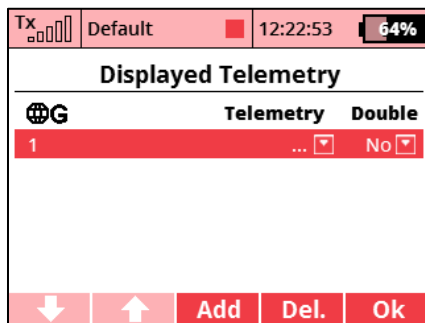
### **Examples**

```
-- Displays the telemetry window width and height
local function printDimensions(width, height)
    lcd.drawText(5,5,width.." x " .. height.."px")
end

local function init()
    -- registers a single-position-only window
    system.registerTelemetry(1,"Lua small window",1,printDimensions)
    -- registers a double-position-only window
    system.registerTelemetry(2,"Lua large window",2,printDimensions)
end

-----
return {init=init, author="JETI model", version="1.0"}
```

After selecting the appropriate Lua telemetry windows, the transmitter will treat them as standard displayed telemetry:



## ***system.unregisterTelemetry ( <windowNo> )***

The unregisterTelemetry () function disables the registered Lua window.

### **Parameters**

- **windowNo** (integer) – window identifier (either 1 or 2).

### **Return value**

none

### **Examples**

```
| system.unregisterTelemetry(1)
```

***system.registerForm ( <formNo>,<parentMenuID>, <label>,  
<initFunction>, <keyPressFunction>, <printFunction> )***

The registerForm () function registers a new interactive form that can be placed in one of the transmitter menus. Up to two independent Lua forms can be created per application. The form can contain up to 127 subforms managed manually by the application programmer.

Recommended is to call this function during the application initialization.

#### **Parameters**

- **formNo** (integer) – form identifier (either 1 or 2; max. 2 windows are allowed).
- **parentMenuID** - one of the **Menu definition:** MENU\_MAIN, MENU\_FINE, MENU\_ADVANCED ... (or 0 if the form has to be shown immediately)
- **label** (string, max. 31Bytes long) – form label.
- **initFunction** – a function called after the form is created. The initFunction takes a single parameter, a subform ID (1 by default). Its purpose is to create all necessary components using the *form* library.
- **keyPressFunction** – a function called every time the button is pressed or released. It takes a single parameter, keyCode.
- **printFunction** – a function called to draw the contents of the form window. It takes zero parameters. The form canvas is always cleared and filled with background before calling the printFunction.

#### **Return value**

- (integer) – registered number (formNo) on success.
- nil – in case of error.

## Examples

```
-- Current key
local key = 0

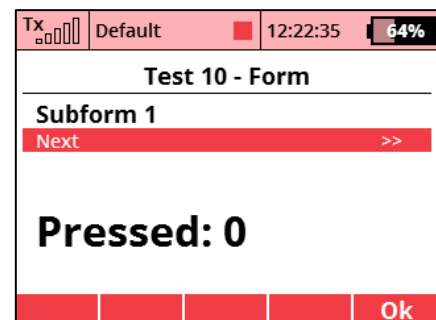
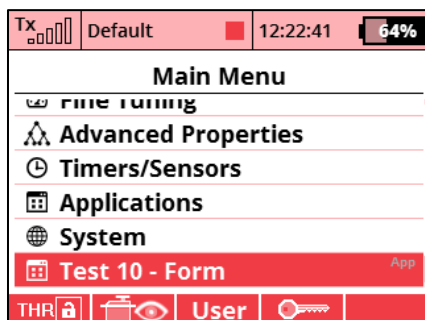
-- Form initialization
local function initForm(subform)
    form.addLabel({label="Subform "..subform,font=FONT_BIG})
    if(subform == 1) then
        -- Link to the following subform
        form.addLink((function() form.reinit(2) end), {label = "Next >>"})
    else
        -- Link to the first subform
        form.addLink((function() form.reinit(1) end), {label = "<< Back"})
    end
end

-- Latches the current keyCode
local function keyForm(keyCode)
    if(keyCode == KEY_RELEASED) then
        key = 0
    else
        key = keyCode
    end
end

-- Prints the last button pressed
local function printForm()
    lcd.drawText(10,80,"Pressed: "..key, FONT_MAXI)
end

local function init()
    system.registerForm(1,MENU_MAIN,"Test 10 - Form",initForm, keyForm,printForm)
end

-----
return {init=init, author="JETI model", version="1.0"}
```



## ***system.unregisterForm ( <formNo> )***

The unregisterForm () function disables the registered Lua form.

### **Parameters**

- **formNo** (integer) – window identifier (either 1 or 2).

### **Return value**

none

### **Examples**

```
| system.unregisterForm(1)
```

## ***system.registerControl ( <controlNo>, <label>, <shortLabel> )***

The registerControl () function registers a new output control that can be assigned to any model function using a standard Input selection dialogue. Up to 10 controls can be created per model (a single application with 10 outputs or 10 applications, each with a single output).

Recommended is to call this function during the application initialization.

### **Parameters**

- **controlNo** (integer) – desired control identifier (from 1 to 10; max. 10 controls are allowed per model).
- **label** (string, max. 31Bytes long) – control label.
- **shortLabel** (string, max. 3Bytes long) – short identifier.

### **Return value**

- (integer) – registered number (controlNo) on success.
- nil – in case of error.

### **Examples**

See **system.setControl** ( <controlNo>, <value>, <delayms>[, <smoothType = 0>])

## **`system.setControl ( <controlNo>, <value>, <delayms>[, <smoothType = 0>])`**

The `setControl ()` function sets the value of a registered control. Prior to calling this function the control must be successfully registered using **`system.registerControl ( <controlNo>, <label>, <shortLabel>)`**. You can set the value only to controls registered inside the same application where **`system.registerControl ( <controlNo>, <label>, <shortLabel>)`** has been called.

### **Parameters**

- **controlNo** (integer) – desired control identifier (from 1 to 10; max. 10 controls are allowed per model).
- **value** (float) – a new value within range  $\langle -1, 1 \rangle$ .
- **delayms** (integer) – A transition delay to be applied (or smoothing intensity). If the delay equals 0, the value is set immediately.
- **smoothType** (integer) – smoothing type. “0” means linear interpolation, “1” represents a lowpass filtering algorithm.

### **Return value**

- `true` – on success.
- `nil` – in case of error.

### **Examples**

```
local appName="Test 28 - Controls"
local ctrlIdx
-----
-- Loop function
local function loop()
    -- low pass filtered control based on P2 value
    if(ctrlIdx) then
        system.setControl(1, system.getInputs("P2") ,1000,1)
    end
end
-----
-- Init function
local function init()
    lastTimeChecked = system.getTimeCounter()
    ctrlIdx = system.registerControl(1, "LowPass Ctrl1","C01")
end
-----

return { init=init, loop=loop, author="JETI model", version="1.00",name=appName}
```



### ***system.pLoad ( <param> [, <defaultValue>] )***

The pLoad () function loads a persistent parameter from model configuration. The model configuration is loaded every time you turn on your transmitter or after you switch to another model. This happens before calling the init () function so you can load all necessary parameters right in the init () function. You can call the system.pLoad () function at any time.

There are, however, several restrictions that apply to saving and loading model-specific parameters. You should not use more than **30 parameters** per application since this can result in large system memory consumption and slow loading times while parsing the model data.

You can serialize the following data types:

- (string) – a sequence of characters. The sequence must be shorter than **64 Bytes** and must not contain any nonprintable characters (ASCII code must be greater than 31). UTF-8 characters are supported but please note that the number of characters is not equal to the string Byte size.
- (integer) – an integer value, 32bit long.
- (SwitchItem) – a switch definition, see **system.getInputsVal** (<Input 1>[, <Input 2>] [, <Input 3>], ...) function.
- nil – useful to delete a persistent parameter.

#### **Parameters**

- **param** (string) – parameter identifier. Must be shorter than 64 Bytes and must not contain any nonprintable characters.
- **defaultValue** – a default value if the parameter is not found. It can be any of the Lua supported data types.

#### **Return value**

- Loaded value (string, integer or SwitchItem) in case of success.
- <defaultValue> or nil in case of failure

## Examples

```

local appName = "Test 20 - Load/Save"
local switch, number, text
-- Function callbacks
local function textChanged(value)
    text=value
    system.pSave("text",value)
end

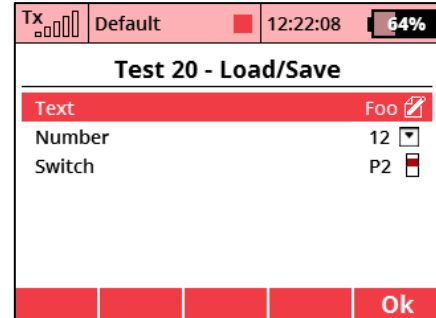
local function numberChanged(value)
    number=value
    system.pSave("number",value)
end

local function switchChanged(value)
    switch=value
    system.pSave("switch",value)
end
-- Form initialization
local function initForm(subform)
    form.addRow(2)
    form.addLabel({label="Text"})
    form.addTextbox(text,20,textChanged)

    form.addRow(2)
    form.addLabel({label="Number"})
    form.addIntbox(number,0,100,0,0,1,numberChanged)

    form.addRow(2)
    form.addLabel({label="Switch"})
    form.addInputbox(switch,true,switchChanged)
end
-- Init
local function init()
    system.registerForm(1,MENU_MAIN,appName,initForm)
    text = system.pLoad("text","Foo")
    switch = system.pLoad("switch")
    number = system.pLoad("number",10)
end
-----
return { init=init,  author="JETI model", version="1.0", name=appName}

```



## ***system.pSave ( <param>, <value> )***

The pSave () function saves a persistent parameter to model configuration. The parameter is not saved immediately but when you switch to another model or turn off the transmitter. You can call the system.pSave () function at any time.

### **Parameters**

- **param** (string) – parameter identifier. Must be shorter than 64 Bytes and must not contain any nonprintable characters.
- **value** - a new value. Can be one of the following types:
  - (string) – a sequence of characters. The sequence must be shorter than **64 Bytes** and must not contain any nonprintable characters (ASCII code must be greater than 31). UTF-8 characters are supported but please note that the number of characters is not equal to the string Byte size.
  - (integer) – an integer value, 32bit long.
  - (SwitchItem) – a switch definition, see [\*\*system.getInputVal\*\* \(<Input 1>\[, <Input 2>\] \[, <Input 3>\], ...\)](#) function.
  - (table) – must be a “**basic**” array-type table consisting of only integers and strings. Maximum number of elements in the table is limited to 32. Table keys are not kept and must be integer.
  - nil – useful to delete a persistent parameter.

### **Return value**

- true in case of success.
- nil otherwise

### **Examples**

```
-- Save the contents of an array
system.pSave("array",{1,2,3,"Text 1", "Text 2"})
```

See [\*\*system.pLoad\*\* \(<param> \[, <defaultValue>\]\)](#)

## ***system.vibration ( <leftRight>, <vibrationProfile> )***

Starts vibration using one of the predefined schemes.

### **Parameters**

- **leftRight** (boolean) – selects left (false) or right (true) stick.
- **vibrationProfile** (integer) – sets the vibration profile according to the following constants:
  - 1 – long pulse
  - 2 – short pulse
  - 3 – 2 × short pulse
  - 4 – 3 × short pulse
  - Other – stops vibration

### **Return value**

none

Note: not supported on DC/DS-16.

### **Examples**

```
-- Starts vibration (two short pulses) for both sticks
local left = false
system.vibration(left, 3);
system.vibration(not left, 3);
```

## ***system.playFile ( <fileName> [, <playbackType>] )***

The playFile() function plays a given file from the SD card. If the path is absolute (“/someaudio.wav”), an absolute filepath will be selected. Otherwise, the transmitter will start looking for the given file inside “/Audio” or “/Audio/XX” folders (XX stands for language abbreviation).

### **Parameters**

- **filename** (string) – absolute or relative path to the file.
- **playbackType** (integer) – one of the playback types from the [Audio definitions](#) section:
  - **AUDIO\_BACKGROUND** - playback starts immediately in the background (playback is not interruptible by alarms). Background playback accepts WAV and MP3 files.
  - **AUDIO\_IMMEDIATE** - playback starts immediately in the foreground queue (playback can be interrupted by alarms). The foreground playback accepts only WAV files.
  - **AUDIO\_QUEUE** - playback starts as soon as the foreground queue is empty (playback can be interrupted by alarms). The foreground playback accepts only WAV files. Default option.

### **Return value**

none

### **Examples**

See [form.addAudioFilebox](#) (<currentAudioFile>[, <changedCallback>, <paramTable >])

```
-- plays "filename.mp3" inside the "Audio" folder. Stops any previous background
-- playback. MP3 files can be played only in the background.
system.playFile("filename.mp3", AUDIO_BACKGROUND)
```

```
-- plays "filename.wav" inside the "Audio" folder immediately. Stops any previous
-- foreground playback.
system.playFile("filename.wav", AUDIO_IMMEDIATE)
```

```
-- plays "filename.wav" in the root folder. The file is added to the end of the
-- queue.
system.playFile("/filename.wav", AUDIO_QUEUE)
```

## ***system.playNumber( <value>, <decimals> [, <unit>, <label>] )***

The playNumber() function activates the text-to-speech algorithms to announce the numerical value by voice. The voice announcements are always appended to the foreground audio queue. The voice output is always processed according to the selected language.

### **Parameters**

- **value** (float) – number to be played.
- **decimals** (integer) – playback precision. Number of decimals can be set from 0 to 2.
- **unit** (string) – optional unit to be announced. The unit must correspond to the units specified in “Voice/XX/numbers.jsn” file. See the **Supported units**.
- **label** (string) – optional label. The label must correspond to the labels specified in “Voice/XX/numbers.jsn” file. See the **Supported labels**.

### **Return value**

- true – in case of success.
- nil – otherwise.

### **Supported units**

Wmi, F, °C, °, W, s, min, h, mAh, Ah, A, V, %
hPa, kPa, psi, atm, b
m/s, ft./s, km/h, kt., mph
m, ft, km, mi., yd.
ml, l, hl, floz, gal
ml/m, l/m, oz/m, gpm

### **Supported English labels**

Voltage, Current, Run time, U Rx, A1, A2, T, Q
Input A, Input B, Input C, Output, Power, Velocity, Speed, Temp. A, Temp. B
Cell 1, Cell 2, Cell 3, Cell 4, Cell 5, Cell 6, LowestVolt, LowestCell, Accu. volt
Vario, Abs. altit, Rel. altit, Air press.
U Battery, I Battery, U BEC, I BEC, Capacity, Revolution, Temp., Run Time, PWM
Quality, SatCount, Altitude, AltRelat., Distance, Course, Azimuth, Impulse, Trip
R.volume, R.volumeP, Flow, Pressure

### **Examples**

```
-- plays "Altitude: one-hundred-twenty-five-point-one meters"
system.playNumber (125.1, 1, "m", "Altitude")
-- plays "One Volt"
system.playNumber (1.2345, 0, "V")
-- plays "One-point-two-three Volts"
system.playNumber (1.2345, 2, "V")
```

## ***system.playBeep( <repeatCount>, <frequency>, <length> )***

The playBeep() function performs an audible beep.

### **Parameters**

- **repeatCount** (integer) – Number of successive beeps after the first one (0 – 10).
- **frequency** (integer) – frequency [Hz] (accepted values between 200 – 10000).
- **length** (integer) – beep length [ms] (accepted values 20 – 10000).

### **Return value**

- none

### **Examples**

```
-- Beeps 3-times with frequency 5kHz and beep length 100ms.  
system.playBeep (2, 5000, 100)  
-- Beeps once with frequency 4kHz and beep length 20ms  
system.playBeep (0, 4000, 20)
```

## ***system.playSystemSound ( <soundIndex> )***

The `playSystemSound ()` function plays a given system audio file (if it has been already assigned in the *System – System Sounds* menu).

### **Parameters**

- **soundIndex** (integer) – Index of the system sound. Can be one of the **Audio definitions**: `SOUND_START`, `SOUND_BOUND`, `SOUND_LOWTXVOLT`, `SOUND_LOWSIGNAL`, `SOUND_SIGNALLOSS`, `SOUND_RANGETEST`, `SOUND_AUTOTRIM`, `SOUND_INACT`, `SOUND_LOWQ`.

### **Return value**

- `none`

### **Examples**

```
-- Plays "Low signal quality" alarm
system.playSystemSound (SOUND_LOWQ)
-- Plays "System startup" audiofile
system.playSystemSound (SOUND_START)
```



## ***system.isPlayback ()***

The isPlayback () function checks if any audio file is being played.

### **Parameters**

none

### **Return value**

- true – if any audio queue (background or foreground) is not empty and an audio file is being played.
- false – otherwise.

### **Examples**

```
-- Continuously announces the transmitter runtime in whole seconds.
```

```
local function loop()
    if(not system.isPlayback()) then
        local newTime = system.getTimeCounter()
        system.playNumber(newTime/1000,0,"s","T")
    end
end
```

```
-----
local function init()
```

```
end
```

```
-----
return {init=init, loop=loop, author="JETI model", version="1.0"}
```

## ***system. stopPlayback ([<playbackType>])***

The stopPlayback () function stops the audio playback and optionally clears the audio queue. If the playbackType is not specified, both foreground and background playback are stopped and the foreground audio queue is cleared.

### **Parameters**

- **playbackType** – if specified, it can be one of the following values:
  - **AUDIO\_BACKGROUND** – the function stops only background playback.
  - **AUDIO\_IMMEDIATE** – the function stops only foreground playback and clears the foreground queue.

### **Return value**

none

### **Examples**

```
-- Checks "Sa" to stop the current playback completely
local function loop()
    local sa = system.getInputs("SA")
    if(sa > 0) then
        system.stopPlayback()
        -- After the playback is stopped, any urgent warning/voice telemetry can
        -- be played.
    end
end

-----

local function init()

end

-----

return {init=init, loop=loop, author="JETI model", version="1.0"}
```

## ***lcd.setColor (<red>, <green>, <blue>[,<alpha = 255>])***

The setColor () function sets the current LCD color for further drawing.

The lcd *draw* functions can be called only from the functions with explicit LCD support (e. g. form and telemetry *printFunction*).

### **Parameters**

- **red** (integer) – red value (0 – 255).
- **green** (integer) – green value (0 – 255).
- **blue** (integer) – blue value (0 – 255).
- **alpha** (integer) – transparency value (0 – 255). “0” for full transparency.

### **Return value**

none

Note: The function has no effect on DC/DS-16.

### **Examples**

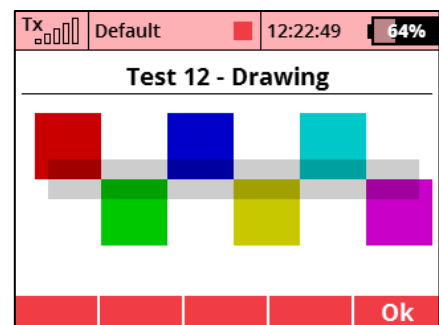
-- Prints several colored rectangles

```
local level = 200
```

```
local function printForm()
  lcd.setColor(level,0,0)
  lcd.drawFilledRectangle(10,10,50,50)
  lcd.setColor(0,level,0)
  lcd.drawFilledRectangle(60,60,50,50)
  lcd.setColor(0,0,level)
  lcd.drawFilledRectangle(110,10,50,50)
  lcd.setColor(level,level,0)
  lcd.drawFilledRectangle(160,60,50,50)
  lcd.setColor(0,level,level)
  lcd.drawFilledRectangle(210,10,50,50)
  lcd.setColor(level,0,level)
  lcd.drawFilledRectangle(260,60,50,50)
  -- Semi-transparent rectangle
  lcd.setColor(0,0,0,50)
  lcd.drawFilledRectangle(20,45,280, 30)
end
```

```
local function init()
  system.registerForm(1,MENU_MAIN,"Test 12 - Drawing",nil, nil,printForm)
end

-----
return {init=init, author="JETI model", version="1.0"}
```



## ***lcd.drawPoint (<x>, <y>)***

The drawPoint () function draws a pixel at given coordinates (zero at top left).

The lcd *draw* functions can be called only from the functions with explicit LCD support (e. g. form and telemetry *printFunction*).

### **Parameters**

- **x** (integer) – X-coordinate.
- **y** (integer) – Y-coordinate.

### **Return value**

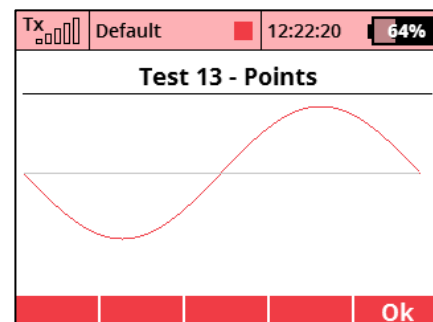
none

### **Examples**

```
-- Prints the sinus function
local function printForm()
    lcd.setColor(200,200,200)
    lcd.drawLine(1,55,300,55)
    local r,g,b = lcd.getFgColor()
    lcd.setColor(r,g,b)
    for i = 1,300 do
        local val = math.sin(i*math.pi/150)
        lcd.drawPoint(i,val*50+55)
    end
end

local function init()
    system.registerForm(1,MENU_MAIN,"Test 13 - Points",nil, nil,printForm)
end

-----
return {init=init, author="JETI model", version="1.0"}
```



## ***lcd.drawLine (<x1>, <y1>, <x2>, <y2>)***

The drawLine () function draws a line at given coordinates (zero at top left).

The lcd *draw* functions can be called only from the functions with explicit LCD support (e. g. form and telemetry *printFunction*).

### **Parameters**

- **x1** (integer) – X-coordinate of the first point.
- **y1** (integer) – Y-coordinate of the first point.
- **x2** (integer) – X-coordinate of the second point.
- **y2** (integer) – Y-coordinate of the second point.

### **Return value**

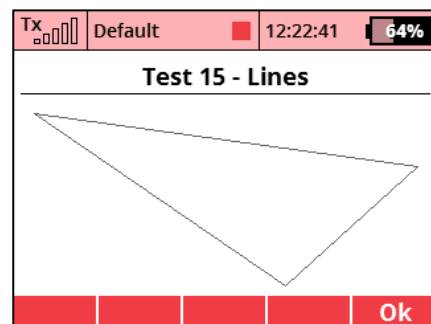
none

### **Examples**

```
-- Prints a triangle
local function printForm()
    lcd.setColor(100,100,100)
    lcd.drawLine(10,10,300,50)
    lcd.drawLine(300,50,200,140)
    lcd.drawLine(10,10,200,140)
end
```

```
local function init()
    system.registerForm(1,MENU_MAIN,"Test 15 - Lines",nil, nil,printForm)
end
```

```
-----
return {init=init, author="JETI model", version="1.0"}
```



## ***lcd.drawText (<x>, <y>, <text>[, <font = FONT\_NORMAL>])***

The drawText () function draws a text at given top-left coordinates.

The lcd *draw* functions can be called only from the functions with explicit LCD support (e. g. form and telemetry *printFunction*).

### **Parameters**

- **x** (integer) – X-coordinate.
- **y** (integer) – Y-coordinate.
- **text** (string) – specified text.
- **font** (integer) – one of the Font definition values: FONT\_NORMAL, FONT\_BOLD, FONT\_MINI, FONT\_BIG, FONT\_MAXI

### **Return value**

none

### **Examples**

```
-- Prints Several text messages
local text1="Short text"
local text2="Bold text, align right"
local text3="Large centered text"
local text4="Largest text"
local text5="Smallest text"

local function printForm()
    lcd.drawText(0,10,text1)
    -- Right aligned text
    lcd.drawText(310 - lcd.getTextWidth(FONT_BOLD,text2),10,text2,FONT_BOLD)
    -- Centered text
    lcd.drawText((310 - lcd.getTextWidth(FONT_BIG,text3))/2,40,text3,FONT_BIG)
    lcd.drawLine(0,85, 310,85)
    lcd.drawText(0,90,text4, FONT_MAXI)
    lcd.drawText(0,130,text5, FONT_MINI)
end

local function init()
    system.registerForm(1,MENU_MAIN,"Test 16 - Text",nil, nil,printForm)
end

-----
return {init=init, author="JETI model", version="1.0"}
```



## ***lcd.drawRectangle (<x>, <y>, <width>, <height>[, <radius = 0>])***

The drawRectangle () function draws a rectangle, optionally with rounded corners.

The lcd *draw* functions can be called only from the functions with explicit LCD support (e. g. form and telemetry *printFunction*).

### **Parameters**

- **x** (integer) – X-coordinate.
- **y** (integer) – Y-coordinate.
- **width** (string) – rectangle width.
- **height** (integer) – rectangle height.
- **radius** (integer) – optional border radius.

### **Return value**

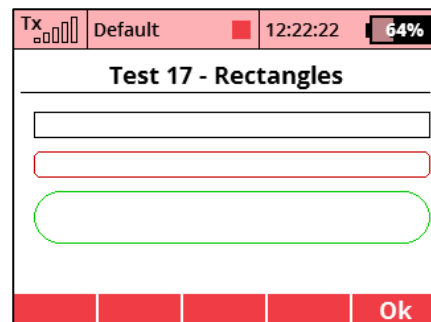
none

### **Examples**

```
-- Draw rectangles
local function printForm()
  lcd.drawRectangle(10,10,300,20)
  lcd.setColor(200,0,0)
  lcd.drawRectangle(10,40,300,20,5)
  lcd.setColor(0,200,0)
  lcd.drawRectangle(10,70,300,40,20)
end

local function init()
  system.registerForm(1,MENU_MAIN,"Test 16 - Text",nil, nil,printForm)
end

-----
return {init=init, author="JETI model", version="1.0"}
```



## ***lcd.drawFilledRectangle (<x>,<y>,<width>,<height>[,<alpha= 255>])***

The drawFilledRectangle () function draws a rectangle filled with color, optionally with transparency.

The lcd *draw* functions can be called only from the functions with explicit LCD support (e. g. form and telemetry *printFunction*).

### **Parameters**

- **x** (integer) – X-coordinate.
- **y** (integer) – Y-coordinate.
- **width** (integer) – rectangle width.
- **height** (integer) – rectangle height.
- **alpha** (integer) – transparency value (“0” means fully transparent).

### **Return value**

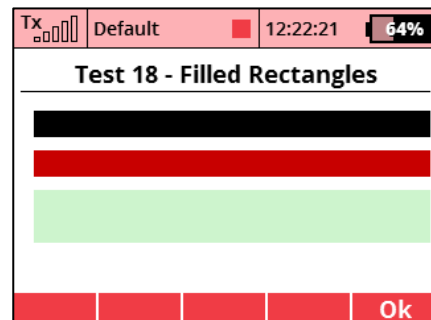
none

### **Examples**

```
-- Filled rectangles
local function printForm()
    lcd.drawFilledRectangle(10,10,300,20)
    lcd.setColor(200,0,0)
    lcd.drawFilledRectangle(10,40,300,20)
    lcd.setColor(0,200,0)
    lcd.drawFilledRectangle(10,70,300,40,50)
end
```

```
local function init()
    system.registerForm(1,MENU_MAIN,"Test 18 - Filled Rectangles",nil,
    nil,printForm)
end
```

```
-----
return {init=init, author="JETI model", version="1.0"}
```





## ***lcd.drawCircle (<x>, <y>, <radius>)***

Since V4.20

The drawCircle () function draws a circle with defined radius.

The lcd *draw* functions can be called only from the functions with explicit LCD support (e. g. form and telemetry *printFunction*).

### **Parameters**

- **x** (integer) – X-coordinate of the center.
- **y** (integer) – Y-coordinate of the center.
- **radius** (integer) – radius.

### **Return value**

none

### **Examples**

## ***lcd.drawEllipse (<x>, <y>, <width>, <height>)***

Since V4.20

The drawEllipse () function draws an ellipse with defined width and height.

The lcd *draw* functions can be called only from the functions with explicit LCD support (e. g. form and telemetry *printFunction*).

### **Parameters**

- **x** (integer) – X-coordinate of the center.
- **y** (integer) – Y-coordinate of the center.
- **width** (integer) – ellipse width.
- **height** (integer) – ellipse height.

### **Return value**

none

### **Examples**

## ***lcd.drawNumber (<x>,<y>,<number> [,<font=FONT\_NORMAL>])***

The drawNumber () function draws an integer number at specified coordinates.

The lcd *draw* functions can be called only from the functions with explicit LCD support (e. g. form and telemetry *printFunction*).

### **Parameters**

- **x** (integer) – X-coordinate.
- **y** (integer) – Y-coordinate.
- **number** (integer) – number to be drawn.
- **font** (integer) – one of the Font definition values: FONT\_NORMAL, FONT\_BOLD, FONT\_MINI, FONT\_BIG, FONT\_MAXI

### **Return value**

none

### **Examples**

```
-- Draws "120"  
lcd.drawNumber (10,10,120)  
lcd.drawNumber (10,30,120,FONT_BOLD)
```

## ***lcd.drawImage (<x>,<y>,<image> [,<alpha=255>])***

The drawImage () function draws an image that has already been loaded using loadImage() function.

The lcd *draw* functions can be called only from the functions with explicit LCD support (e. g. form and telemetry *printFunction*).

### **Parameters**

- **x** (integer) – X-coordinate.
- **y** (integer) – Y-coordinate.
- **image** (table or string) – image to be drawn.
  - If the image is defined by a table, it must have been loaded by the lcd.loadImage() function. The table has the following structure:
    - **width** (integer) – horizontal portion of the image to be drawn.
    - **height** (integer) – vertical portion of the image to be drawn.
    - **data** (ImageData) – loaded image data.
  - If the image is defined by a string, an internal image will be used. See the **Default system images** table.
- **alpha** (integer) – optional transparency value (“0” means fully transparent image).

### **Return value**

none

Note: The function has no effect on DC/DS-16.

### **Examples**

```
-- Drawing images with and without transparency
local imagepng, imagejpg
```

```
local function printForm()
  if(system.getTime()%2==0) then
    if(imagepng) then
      lcd.drawImage((310-imagepng.width)/2, 10, imagepng)
    end
  else
    if(imagejpg) then
      lcd.drawImage((310-imagejpg.width)/2, 10, imagejpg)
    end
  end
end
```

```
local function init()
  system.registerForm(1,MENU_MAIN,"Test 19 - Images",nil, nil,printForm)
  imagepng = lcd.loadImage("Apps/img/mx-2.png")
  imagejpg = lcd.loadImage("Apps/img/mx-2s.jpg")
end
```

```
-----
return {init=init, author="JETI model", version="1.0"}
```



## ***lcd.loadImage (<absolutePath>)***

The loadImage () function loads an image from SD card to RAM.

Supported image formats:

- PNG (up to  $320 \times 240$ px), transparency supported.
- JPG (up to  $1024 \times 768$ px), “baseline” profile supported.

Please note that loading large images can take some time, which may result in worse user experience.

### **Parameters**

- **absolutePath** (string) – full path to the file.

### **Return value**

- **image** (table) – loaded image in case of success. The table has the following structure:
  - **width** (integer) – image width.
  - **height** (integer) – image height.
  - **data** (ImageData) – loaded binary image data.
- **nil** – in case of error.

Note: The function has no effect on DC/DS-16.

### **Examples**

See lcd.drawImage (<x>,<y>,<image> [,<alpha=255>])

## ***lcd.getTextHeight (<font>)***

The `getTextHeight ()` function gets the height of a given font.

### **Parameters**

- **font** (integer) – one of the **Font definition** values: `FONT_NORMAL`, `FONT_BOLD`, `FONT_MINI`, `FONT_BIG`, `FONT_MAXI`

### **Return value**

- (integer) – text height in pixels.

### **Examples**

```
local height = lcd.getTextHeight(FONT_BOLD)
```

## ***lcd.getTextWidth (<font>, <text> [, maxCharacters])***

The `getTextWidth ()` function returns the width of a specified text.

### **Parameters**

- **font** (integer) – one of the **Font definition** values: `FONT_NORMAL`, `FONT_BOLD`, `FONT_MINI`, `FONT_BIG`, `FONT_MAXI`.
- **text** (string) – measured text.
- **maxCharacters** (integer) – if specified, tells the function to use up to *maxCharacters* of the specified *text*.

### **Return value**

- (integer) – text width in pixels.

### **Examples**

```
local width = lcd.getTextWidth(FONT_BOLD,"Some text")

-- Uses 4 characters ("Some") for size measurement
local width2 = lcd.getTextWidth(FONT_BOLD,"Some text",4)
```

## ***lcd.getBgColor ()***

The `getBgColor ()` function returns the background color.

### **Parameters**

none

### **Return value**

- red, green, blue (integer) – background color.

### **Examples**

```
local r, g, b = lcd.getBgColor()
```



## ***lcd.getFgColor ()***

The getFgColor () function returns the foreground color.

### **Parameters**

none

### **Return value**

- red, green, blue (integer) – foreground color.

### **Examples**

```
local r, g, b = lcd.getFgColor()
```

## ***lcd.setClipping (<x>, <y>, <width>, <height>)***

Since V4.20

The `setClipping ()` function sets a clipping rectangle so that drawing is possible only inside this rectangle.

The `lcd draw` functions can be called only from the functions with explicit LCD support (e. g. form and telemetry *printFunction*).

### **Parameters**

- **x** (integer) – X-coordinate.
- **y** (integer) – Y-coordinate.
- **width** (string) – clipping rectangle width.
- **height** (integer) – clipping rectangle height.

### **Return value**

none

### **Examples**

## ***lcd.resetClipping ()***

Since V4.20

The `resetClipping ()` function clears the clipping rectangle.

The `lcd draw` functions can be called only from the functions with explicit LCD support (e. g. `form` and telemetry *printFunction*).

### **Parameters**

none

### **Return value**

none

### **Examples**

## ***form.addRow (<componentsInRow>)***

The `addRow ()` function creates a new row in the layout of an interactive Lua form. The created row may be filled with up to *componentsInRow* form components (e. g. labels, select boxes etc.).

The interactive form has a strict layout because of the need for easy user interaction using a 3D rotary button. It consists of form controls stacked in a vertical layout, row by row. You can either push the controls directly to the form (typically bold labels that highlight a particular section), or to the preceding row.

The transmitter is able to handle up to **200 form components at a time**, this limit prevents from enormous usage of system resources.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

- **componentsInRow** (integer) – number of succeeding components that will be added into the row. Can be a value from 1 to 8.

### **Return value**

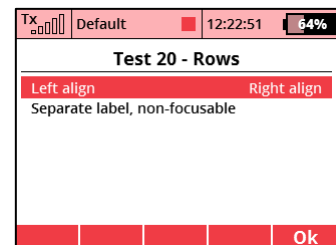
- (integer) – component index within the form, in case of success. Later on you can reference the row using this index.
- nil – in case of failure.

### **Examples**

```
local appName = "Test 20 - Rows"
-- Form initialization
local function initForm()
    -- Create a new row in a layout. The row contains two components.
    form.addRow(2)
    -- Add components to the row.
    form.addLabel({label="Left align"})
    form.addLabel({label="Right align",alignRight=true})
    -- The next label will be added below the previous row.
    form.addLabel({label="Separate label, non-focusable"})
end

local function init()
    system.registerForm(1, MENU_MAIN, appName, initForm)
end

-----
return {init=init, author="JETI model", version="1.0", name=appName}
```



## ***form.addSpacer (<width>, <height>)***

The `addSpacer ()` function creates a new spacer item in the layout of an interactive Lua form. The spacer reserves a blank space ( $\text{width} \times \text{height}$  pixels) in the form and acts like a visual separator.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

- **width** (integer) – item visual width.
- **height** (integer) – item visual height.

### **Return value**

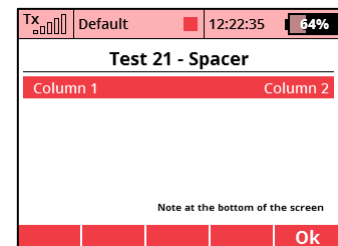
- (integer) – component index within the form, in case of success. Later on you can reference the component using this index.
- nil – in case of failure.

### **Examples**

```
local appName = "Test 21 - Spacer"
-- Form initialization
local function initForm()
    -- Create a new row in a layout. The row contains 3 components.
    form.addRow(3)
    -- Add components to the row.
    form.addLabel({label="Column 1",width=80})
    -- Add blank space
    form.addSpacer(150,10)
    form.addLabel({label="Column 2",width=80})
    -- Add some space below
    form.addSpacer(300,100)
    form.addRow(1)
    form.addLabel({label="Note at the bottom of the screen",font=FONT_MINI,
        alignRight=true})
end

local function init()
    system.registerForm(1, MENU_MAIN, appName, initForm)
end

-----
return {init=init, author="JETI model", version="1.0", name=appName}
```



## ***form.addLabel* (<paramTable>)**

The `addLabel ()` function creates a new label in the layout of an interactive Lua form. The label usually statically describes another form component.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

- **paramTable** (table) – label parameters table. All parameters are optional. It has the following structure:
  - **label** (string) – a textual description.
  - **font** (integer) – selected text font (FONT\_NORMAL, FONT\_BOLD, FONT\_MINI, FONT\_BIG, FONT\_MAXI). [Default FONT\_NORMAL]
  - **alignRight** (boolean) – true (align right) or false (align left). [Default false]
  - **enabled** (boolean) – true if the component is enabled and can be focused. [Default true]
  - **visible** (boolean) – component visibility. [Default true]
  - **width** (integer) – component width in pixels. [Default: automatically determined by the layout].

### **Return value**

- (integer) – component index within the form, in case of success. Later on you can reference the component using this index.
- nil – in case of failure.

### **Examples**

See the **form.addRow** (<componentsInRow>)

## ***form.addLink* ([<clickedCallback>, <paramTable>])**

The `addLink()` function creates a new visual link in the layout of an interactive Lua form. The link can be used to trigger some actions when the user clicks it using 3D rotary button. Using links the user is able to easily navigate through the application subforms.

You can use double arrows to make the navigation easily visible and usable:

“Link to second form >>”

“<< Link back”

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

- **clickedCallback** (function) - optional function that is called after the user clicks the link. The function call contains zero parameters.
- **paramTable** (table) – label parameters table. All parameters are optional. It has the following structure:
  - **label** (string) – a textual link description.
  - **font** (integer) – selected text font (FONT\_NORMAL, FONT\_BOLD, FONT\_MINI, FONT\_BIG, FONT\_MAXI). [Default FONT\_NORMAL]
  - **alignRight** (boolean) – true (align right) or false (align left). [Default false]
  - **enabled** (boolean) – true if the component is enabled and can be focused. [Default true]
  - **visible** (boolean) – component visibility. [Default true]
  - **width** (integer) – component width in pixels. [Default: automatically determined by the layout].

### **Return value**

- (integer) – component index within the form, in case of success. Later on you can reference the component using this index.
- nil – in case of failure.

### **Examples**

See the **system.registerForm** ( <formNo>, <parentMenuID>, <label>, <initFunction>, <keyPressFunction>, <printFunction> )

***form.addIntbox (<value>, <minimum>, <maximum>, <defaultValue>, <decimals>, <step>[, <changedCallback>, <paramTable >])***

The `addIntbox ()` function creates a new integer editor in the layout of an interactive Lua form. The intbox is able to represent integer values from -32768 to 32767. You can specify the number of decimals as well but, however, the intbox API works only with integer values. For example if you want to set the intbox value to “5.0”, you should specify “50” as the current value and “1” as number of decimals. If the user changes the intbox value, it will not return “5.1” but “51” instead.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### Parameters

- **value** (integer) – current value. It must be within range (-32768, 32767).
- **minimum, maximum** (integer) – hardcoded numerical limits, must be within range (-32768, 32767).
- **defaultValue** (integer) – default value is set after the 3D rotary button has been pressed for a long time. Must be within range (-32768, 32767).
- **decimals** (integer) – number of digits to be displayed behind the decimal point (0-6).
- **step** (integer) – a single-step increment (1 by default).
- **changedCallback** (function) – optional function that is called after the user modifies the intbox value. The function call contains a single integer parameter – new value.
- **paramTable** (table) – parameters table. All parameters are optional. It has the following structure:
  - **font** (integer) – selected text font (FONT\_NORMAL, FONT\_BOLD, FONT\_MINI, FONT\_BIG, FONT\_MAXI). [Default FONT\_NORMAL]
  - **enabled** (boolean) – true if the component is enabled and can be focused. [Default true]
  - **visible** (boolean) – component visibility. [Default true]
  - **width** (integer) – component width in pixels. [Default: automatically determined by the layout].

### Return value

- (integer) – component index within the form, in case of success. Later on you can reference the component using this index.
- nil – in case of failure.

### Examples

See the **system.pLoad ( <param> [, <defaultValue>] )**



## ***form.addSelectbox* (<values>, <currentIndex>, <enableForm> [, <changedCallback>, <paramTable >])**

The `addSelectbox ()` function creates a new selection editor (*selectbox*) in the layout of an interactive Lua form. The selectbox allows you to pick one item from a list of the specified options.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

- **values** (table) – a table with specified options. All indexes within this table must be numeric, contiguous, and the table must begin with index 1.
- **currentIndex** (integer) – index of currently selected option.
- **enableForm** (boolean) – if true, the options will be offered in a standalone dialogue.
- **changedCallback** (function) – optional function that is called automatically after the user modifies the selectbox value. The function call contains a single integer parameter – a new index.
- **paramTable** (table) – parameters table. All parameters are optional. It has the following structure:
  - **font** (integer) – selected text font (FONT\_NORMAL, FONT\_BOLD, FONT\_MINI, FONT\_BIG, FONT\_MAXI). [Default FONT\_NORMAL]
  - **enabled** (boolean) – true if the component is enabled and can be focused. [Default true]
  - **visible** (boolean) – component visibility. [Default true]
  - **width** (integer) – component width in pixels. [Default: automatically determined by the layout].

### **Return value**

- (integer) – component index within the form, in case of success. Later on you can reference the component using this index.
- nil – in case of failure.

### **Examples**

See **form.addAudioFilebox** (<currentAudioFile>[, <changedCallback>, <paramTable >])

## ***form.addAudioFilebox* (<currentAudioFile>[, <changedCallback>, <paramTable >])**

The `addAudioFilebox ()` function creates a new drop-down menu of available audio files (*audiofilebox*). The *audiofilebox* is then pushed into the layout of an interactive Lua form. The *audiofilebox* allows you to pick a single audio file from a list of all available audio files. It searches for \*.WAV file in the following directories:

- */Audio*,
- */Audio/XX*, where XX stands for a current language code.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

- **currentAudioFile** (string) – currently selected audio file. Empty string if not specified.
- **changedCallback** (function) – optional function that is called automatically after the user modifies the *audiofilebox* value. The function call contains a single string parameter – a new selected audio file.
- **paramTable** (table) – parameters table. All parameters are optional. It has the following structure:
  - **font** (integer) – selected text font (FONT\_NORMAL, FONT\_BOLD, FONT\_MINI, FONT\_BIG, FONT\_MAXI). [Default FONT\_NORMAL]
  - **enabled** (boolean) – true if the component is enabled and can be focused. [Default true]
  - **visible** (boolean) – component visibility. [Default true]
  - **width** (integer) – component width in pixels. [Default: automatically determined by the layout].

### **Return value**

- (integer) – component index within the form, in case of success. Later on you can reference the component using this index.
- nil – in case of failure.

### **Examples**

```
local appName="Test 22 - Audio play"
local playedFile
local playedType = 1
local switch
local prevVal = 1

local typeOptions={"Play in background", "Play immediately", "Add to queue"}
local typeValues={AUDIO_BACKGROUND, AUDIO_IMMEDIATE, AUDIO_QUEUE}
-----
local function fileChanged(value)
    playedFile=value
    system.pSave("file",value)
end
```

```

local function typeChanged(value)
    playedType=value
    system.pSave("type",value)
end

local function switchChanged(value)
    switch=value
    system.pSave("switch",value)
end

-----

local function initForm(formID)
    form.addRow(2)
    form.addLabel({label="Select file"})
    form.addAudioFilebox(playedFile or "", fileChanged)

    form.addRow(2)
    form.addLabel({label="Playback type",width=120})
    form.addSelectbox(typeOptions,playedType or 1,false,typeChanged,{width=190})

    form.addRow(2)
    form.addLabel({label="Switch"})
    form.addInputbox(switch,true,switchChanged)
    form.setButton(1,"Play",ENABLED)
end

local function keyPressed(key)
    if(key==KEY_1) then
        system.playFile(playedFile,typeValues[playedType])
    end
end

-----

-- Init function
local function init()
    system.registerForm(1,MENU_MAIN,appName,initForm,keyPressed);
    playedFile = system.pLoad("file","")
    switch = system.pLoad("switch")
    playedType = system.pLoad("type",1)
end

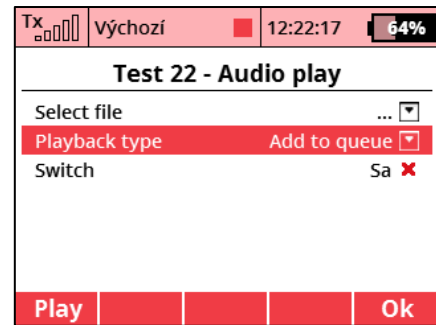
-----

-- Loop function
local function loop()
    local val = system.getInputsVal(switch)
    if(val and val>0 and prevVal==0) then
        system.playFile(playedFile,typeValues[playedType])
        prevVal=1
    elseif(val and val<=0) then
        prevVal=0
    end
end

-----

return { init=init, loop=loop, author="JETI model", version="1.00",name=appName}

```



## ***form.addTextbox* (<currentText>, <maxCharacters> [, <changedCallback>, <paramTable >])**

The `addTextbox ()` function creates a new text editor (*textbox*) in the layout of an interactive Lua form. The textbox allows you to edit short texts (e.g. names and labels).

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

- **currentText** (string) – a text currently displayed.
- **maxCharacters** (integer) – maximum number of characters that are allowed (1-63). Please note that some special UTF-8 characters take place of two standard ASCII characters.
- **changedCallback** (function) – optional function that is called automatically after the user modifies the textbox value. The function call contains a single string parameter – a new text.
- **paramTable** (table) – parameters table. All parameters are optional. It has the following structure:
  - **font** (integer) – selected text font (FONT\_NORMAL, FONT\_BOLD, FONT\_MINI, FONT\_BIG, FONT\_MAXI). [Default FONT\_NORMAL]
  - **enabled** (boolean) – true if the component is enabled and can be focused. [Default true]
  - **visible** (boolean) – component visibility. [Default true]
  - **width** (integer) – component width in pixels. [Default: automatically determined by the layout].

### **Return value**

- (integer) – component index within the form, in case of success. Later on you can reference the component using this index.
- nil – in case of failure.

### **Examples**

See the **system.pLoad** ( <param> [, <defaultValue>] )

## ***form.addInputbox (<selectedSwitch>, <enableProportional> [, <changedCallback>, <paramTable >])***

The `addInputbox ()` function creates a new input selection box (*inputbox*) in the layout of an interactive Lua form. The inputbox allows user to assign an arbitrary physical control (stick, switch, and knob) or virtual control (logical switch, sequencer...) so that the Lua application is able to read its value using `system.getInputVal (<Input 1>[, <Input 2>] [, <Input 3>, ...]` function.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

- **selectedSwitch** (SwitchItem) – currently assigned control item (or nil if it has not been assigned).
- **enableProportional** (boolean) – if true, the user can specify both binary switches (“on/off”) and proportional controls as the input. Otherwise, only binary switches (“on/off”) are allowed.
- **changedCallback** (function) – optional function that is called automatically after the user modifies the selected switch. The function call contains a single SwitchItem parameter – a new assigned switch.
- **paramTable** (table) – optional parameters table. All parameters are optional. It has the following structure:
  - **font** (integer) – selected text font (FONT\_NORMAL, FONT\_BOLD, FONT\_MINI, FONT\_BIG, FONT\_MAXI). [Default FONT\_NORMAL]
  - **enabled** (boolean) – true if the component is enabled and can be focused. [Default true]
  - **visible** (boolean) – component visibility. [Default true]
  - **width** (integer) – component width in pixels. [Default: automatically determined by the layout].

### **Return value**

- (integer) – component index within the form, in case of success. Later on you can reference the component using this index.
- nil – in case of failure.

### **Examples**

See the `system.pLoad ( <param> [, <defaultValue>] )`

## ***form.addCheckbox* (<checked> [, <clickedCallback>, <paramTable>])**

The `addCheckbox ()` function creates a new visual checkbox in the layout of an interactive Lua form. The checkbox can represent a single Boolean value using a tick mark or cross mark.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.





### Parameters

- **checked** (boolean) – true if the checkbox is checked.
- **clickedCallback** (function) - optional function that is called after the user clicks the checkbox. The function call contains a Boolean value of the checkbox state.
- **paramTable** (table) – label parameters table. All parameters are optional. It has the following structure:
  - **enabled** (boolean) – true if the component is enabled and can be focused. [Default true]
  - **visible** (boolean) – component visibility. [Default true]
  - **width** (integer) – component width in pixels. [Default: automatically determined by the layout].

### Return value

- (integer) – component index within the form, in case of success. Later on you can reference the component using this index.
- nil – in case of failure.

### Examples

Tx  Default  12:22:17  64%	
<b>Test 28 - Checkbox/Servo Test</b>	
Show servo outputs 	
Ch 1: -16.0 %	Ch 5: 75.8 %
Ch 2: -16.0 %	Ch 6: -100.0 %
Ch 3: -16.0 %	Ch 7: -100.0 %
Ch 4: 0.0 %	Ch 8: 0.0 %
Ok	

```

local appName="Test 28 - Checkbox/Servo Test"
local showServo=true
local componentIndex

-----

local function checkClicked(value)
    showServo = not value
    form.setValue(componentIndex,showServo)
end

-----

local function initForm(formID)
    form.addRow(2)
    form.addLabel({label="Show servo outputs",width=270})
    componentIndex = form.addCheckbox(showServo,checkClicked)
end

-----

local function printForm()
    if(not showServo) then
        return
    end
    local s1,s2,s3,s4,s5,s6,s7,s8 = system.getInputs("01","02","03",
        "04","05","06","07","08")
    local values={s1,s2,s3,s4,s5,s6,s7,s8}
    local offset=25
    local offsetx=10
    local textVal
    for i=1,8 do
        lcd.drawText(offsetx,offset,string.format("Ch %d:",i))
        textVal = string.format("%.1f %%",values[i]*100)
        lcd.drawText(offsetx+130 - lcd.getTextWidth(FONT_NORMAL,textVal),
            offset,textVal)
        offset=offset + 20
        if(i==4) then
            offsetx = offsetx + 155
            offset = 25
        end
    end
end

-----

-- Init function
local function init()
    system.registerForm(1,MENU_MAIN,appName,initForm,nil ,printForm);
end

-----

return { init=init, author="JETI model", version="1.00",name=appName}

```

## ***form.getValue (<componentIndex>)***

The `getValue ()` function returns the value of a form component at a given index. You can retrieve the value of an intbox, selectbox, audiofilebox, inputbox and textbox.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

- **componentIndex** (integer) – an index of the component that was returned by calling the appropriate *form.addXXX()* function.

### **Return value**

- (integer) – for intbox returns the current numeric value.
- (integer) – for selectbox returns the current index.
- (string) – for textbox returns the current text.
- (string) – for audiofilebox returns the current filename.
- (SwitchItem) – for inputbox returns the current switch.
- nil – in case of failure (component doesn't exist or it is not of the supported types).

### **Examples**

```
local appName="Test 23 - Buttons"
local intIdx,timeIdx

-----
local function valueChanged(val)
    if(val==0) then
        form.setButton(1,"<<",DISABLED)
        form.setButton(2,">>",ENABLED)
    elseif(val==100) then
        form.setButton(1,"<<",ENABLED)
        form.setButton(2,">>",DISABLED)
    else
        form.setButton(1,"<<",ENABLED)
        form.setButton(2,">>",ENABLED)
    end
end
-----
local function initForm(formID)
    form.addRow(2)
    form.addLabel({label="Select value"})
    intIdx = form.addIntbox(0,0,100,0,0,1,valueChanged)

    form.addRow(2)
    form.addLabel({label="Timestamp"})
```



```

timeIdx = form.addIntbox(0,0,32000,0,0,1,nil,{enabled=false})

form.setButton(1,"<<",DISABLED)
form.setButton(2,">>",ENABLED)
end

-----
local function keyPressed(key)
    local val = form.getValue(intIdx)
    if(key==KEY_1) then
        if(val>0) then
            val=val-1
            form.setValue(intIdx,val)
        end
    elseif(key == KEY_2) then
        if(val<100) then
            val=val+1
            form.setValue(intIdx,val)
        end
    end
end

local function printForm(key)
    local value = form.getValue(intIdx)
    lcd.drawText(10,50,value.."%",FONT_MAXI)
end

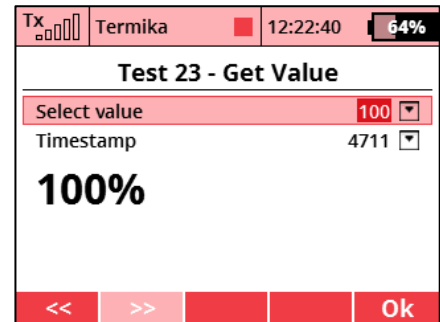
-----
-- Init function
local function init()
    system.registerForm(1,MENU_MAIN,appName,initForm,keyPressed,printForm);
end

local function loop()
    if(timeIdx) then
        form.setValue(timeIdx,system.getTimeCounter()//1000)
    end
end

-----

return { init=init, loop=loop, author="JETI model", version="1.00",name=appName}

```



## ***form.setValue (<componentIndex>,<newValue>)***

The `setValue ()` function sets the value of a form component at a given index. You can set a new value to an intbox, selectbox, audiofilebox, inputbox and textbox.

Please note that if the form component doesn't exist or if the data type of a new value is different from what is needed, an error is generated.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

- **componentIndex** (integer) – an index of the component that was returned by calling the appropriate *form.addXXX()* function.
- **newValue** – one of the required data types:
  - (integer) – for intbox, new value.
  - (integer) – for selectbox, new index.
  - (string) – for textbox, new text.
  - (string) – for audiofilebox, new filename (must exist).
  - (SwitchItem) – for inputbox, new switch (or nil if you want to clear the assigned switch).

### **Return value**

none

### **Examples**

See **`form.setValue()`**

## ***form.setProperty* (<componentIndex>, <paramTable>)**

The `setProperty ()` function sets the properties of a form component at a given index. You can set new properties to all form controls.

Please note that if the form component doesn't exist, an error is generated.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

- **componentIndex** (integer) – an index of the component that was returned by calling the appropriate *form.addXXX()* function.
- **paramTable** – a table with mixture of supported parameters:
  - visible (boolean) – specifies the form item visibility.
  - enabled (boolean) – specifies that the form item can be focused.
  - label (string) – specifies a new text label (supported only by **label** and **link**).
  - alignRight (boolean) – true for right-aligned text (supported only by **label** and **link**).

### **Return value**

none

### **Examples**

See [form.close \(\)](#)

***form.setButton (<buttonNo>, <text>[,<newState = DISABLED>])***

The `setButton ()` function sets the properties of a specified function button F(1) – F(5). You can set short text labels and button states.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

**Parameters**

- **buttonNo** (integer) – button identifier (1-5).
- **text** (string) – button text, maximum 7 characters are allowed to be displayed. If the text begins with a colon character, e.g. “:file” it will be replaced by an internal image, see the [Default system images](#) table.
- **newState** (integer) – new button state, one of the following options:
  - **DISABLED (0)** – the button is disabled (but visible) and should be considered inactive.
  - **ENABLED (1)** – the button is enabled and active.
  - **HIGHLIGHTED (2)** – the button is enabled and activated/highlighted.
  - **(3-255)** – the button is disabled and hidden.

**Return value**

none

**Examples**

See [form.setButton](#) (<buttonNo>, <text>[,<newState = DISABLED>])

## ***form.getButton (<buttonNo>)***

The `getButton ()` function retrieves the properties of a specified function button F(1) – F(5). The button text and state are returned in order.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

- **buttonNo** (integer) – button identifier (1-5).

### **Return value**

- **text** (string), **state** (integer) – button text and state in a row. The state can be one of the following options:
  - **DISABLED (0)** – the button is disabled (but visible) and should be considered inactive.
  - **ENABLED (1)** – the button is enabled and active.
  - **HIGHLIGHTED (2)** – the button is enabled and activated/highlighted.
  - **(3)** – the button is disabled and hidden.

### **Examples**

```
local appName="Test 24 - Mode"
local mode=1
-----

local function checkButtons()
    form.setButton(1,"1",mode==1 and HIGHLIGHTED or ENABLED)
    form.setButton(2,"2",mode==2 and HIGHLIGHTED or ENABLED)
    form.setButton(3,"3",mode==3 and HIGHLIGHTED or ENABLED)
    form.setButton(4,"4",mode==4 and HIGHLIGHTED or ENABLED)
end
-----

local function initForm(formID)
    form.setButton(5,"Test",ENABLED)
    checkButtons()
end

local function printForm()
    lcd.drawText(10,50,"Tx Mode: "..mode,FONT_MAXI)
end
-----
```

```

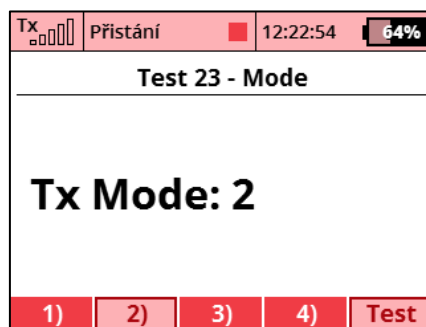
local function keyPressed(key)
    if(key==KEY_1) then
        mode=1
    elseif(key == KEY_2) then
        mode=2
    elseif(key == KEY_3) then
        mode=3
    elseif(key == KEY_4) then
        mode=4
    elseif(key == KEY_5) then
        form.preventDefault()
        local text,state = form.getButton(5)
        form.setButton(5,text,(state == HIGHLIGHTED) and ENABLED or HIGHLIGHTED)
    end
    checkButtons()
end

-----
-- Init function
local function init()
    system.registerForm(1,MENU_MAIN,appName,initForm,keyPressed,printForm);
end

-----

return { init=init, author="JETI model", version="1.00",name=appName}

```



## ***form.getActiveForm ()***

The `getActiveForm ()` function retrieves the ID of an active form. If there is no application form running, returns `nil`.

### **Parameters**

`none`

### **Return value**

- (integer) – ID of an active form (0, 1 or 2)
- `nil` – if the application has no active form

### **Examples**

See [form.close \(\)](#)

## ***form.close ()***

The `close ()` function closes the interactive Lua form and clears the resources. The form will not be closed immediately after calling this function, however, it will be closed during the nearest opportunity.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

none

### **Return value**

none

### **Examples**

```
local appName="Test 25 - Open/Close form"
local lastTimeChecked
local rowIndex

-----
local function initForm(formID)
    rowIndex = form.addRow(1)
    form.addLabel({label="Blinking label"})
end

local function keyPressed(key)
    if(key~=KEY_RELEASE) then
        form.close()
    end
end

-----
-- Loop function
local function loop()
    if( form.getActiveForm() ) then
        lastTimeChecked = system.getTimeCounter()
        form.setProperties(rowIndex,{visible = (lastTimeChecked//1000)%2==0})
    else
        if( system.getTimeCounter() > lastTimeChecked + 2000) then
            -- Show the form immediately
            system.registerForm(1,0,appName,initForm,keyPressed);
        end
    end
end

-----
-- Init function
local function init()
    lastTimeChecked = system.getTimeCounter()
end

-----
return { init=init, loop=loop, author="JETI model", version="1.00",name=appName}
```





## ***form.reinit* ([<subFormID = 1>])**

The `reinit ()` function forces the interactive Lua form to reinitialize. All resources (form components and buttons) are cleared before reinitialization. The registered `initForm(subFormID)` function is called in the reinitialization process. The form will **not** be reinitialized immediately after calling this function but as soon as Lua finishes execution.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

- **subFormID** (integer) – identifier of the subform (1-128). Using this identifier you can create several subforms within the same application.

### **Return value**

none

### **Examples**

See the examples in **system.registerForm** ( <formNo>,<parentMenuID>, <label>,<initFunction>,<keyPressFunction>,<printFunction> ) function description.

## ***form.preventDefault ()***

The `preventDefault ()` function prevents the default behavior after the user presses one of the specific buttons:

Button	Default behavior
KEY_MENU	Debug console is displayed over the active form.
KEY_5	The form is closed.
KEY_ESC	The form is closed.
KEY_POWER	The form is closed.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

none

### **Return value**

none

### **Examples**

See **`form.getButton (<buttonNo>)`**

## ***form.waitForRelease ()***

The `waitForRelease ()` function prevents any succeeding *keyPress* events until all buttons are released.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

none

### **Return value**

none

### **Examples**

## ***form.setFocusedRow (<rowNumber>)***

The setFocusedRow () function sets a focus to the selected row number.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

- (integer) – row to be focused (1 – N).

### **Return value**

none

### **Examples**

## ***form.getFocusedRow ()***

The `getFocusedRow ()` function returns currently highlighted row in an interactive form.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

none

### **Return value**

- (integer) – focused row (1 – N if the form contains any components, 0 otherwise).

### **Examples**

## ***form.addIcon (<path> [, <paramTable>])***

Since V4.20

The `addIcon ()` function creates a new visual icon in the layout of an interactive Lua form. The icon is specified by its path in the filesystem. JPG and PNG files are supported in DC/DS-24. To preserve memory, the image is loaded and unloaded on demand, as soon as the component's visibility changes.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

- **path** (string) – absolute path to the image file.
- **paramTable** (table) – label parameters table. All parameters are optional. It has the following structure:
  - **label** (string) – a label that is displayed below the icon.
  - **font** (font enum) – font used for label.
  - **enabled** (boolean) – true if the component is enabled and can be focused. [Default true]
  - **visible** (boolean) – component visibility. [Default true]
  - **width** (integer) – component width in pixels. [Default: automatically determined by the layout].
  - **height** (integer)
  - **padding** (integer)

### **Return value**

- (integer) – component index within the form, in case of success. Later on you can reference the component using this index.
- nil – in case of failure.

### **Examples**

## ***form.setTitle (<title>)***

Since V4.20

The setTitle () function sets or clears the title of the interactive Lua form.

The *form* library functions are enabled only if the appropriate Lua application interactive form is displayed. You cannot interfere with another Lua application form by calling the *form* library functions at any time.

### **Parameters**

- **title** (string) – new form title. Up to 64 characters are supported.

### **Return value**

none

### **Examples**

```
-- Sets the new title
form.setTitle("New Form Title")

-- Clears the form title
form.setTitle("")
```

***form.question*** (***<boldText>***,***<textLine1 = "">***, ***<textLine2 = "">***,  
***<timeoutms = 0>***, ***<onlyInfo=false>***,***<timeoutBeforeOk = 0>***)

Since V4.20

The `question()` function raises a question with a given highlighted text and additional two lines of description. The Lua caller function waits in blocking mode for the results of the question form.

The `question` function can be called even if the application form is not created.

#### Parameters

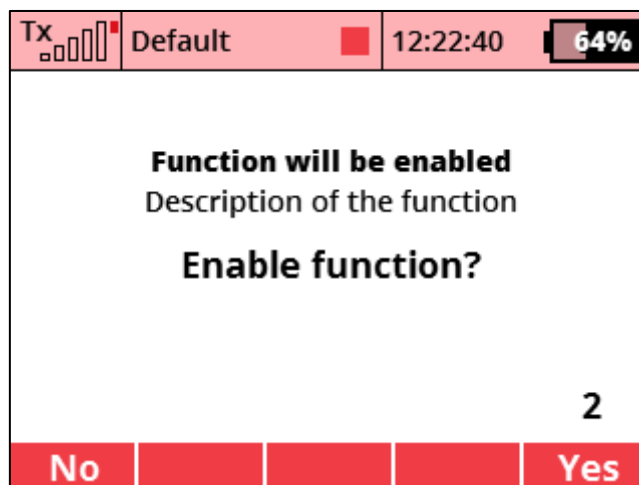
- **boldText** (string) – form question or informative text.
- **textLine1, textLine2** (string) – additional informative text strings.
- **timeoutms** (integer) – timeout in milliseconds, after which the question form automatically disappears. If the timeout is zero, it will not disappear.
- **onlyInfo** (boolean) – decides whether “YES”/”NO” buttons are available (false) or only “OK” button is present(true).
- **timeoutBeforeOk** (integer) – number of milliseconds that must elapse before the “Yes”/”No” buttons are enabled.

#### Return value

- 0 – “No” has been selected or a timeout has elapsed.
- 1 – “Yes” has been selected.
- -1 – an error has occurred (the question form could not be created).

#### Examples

```
-- Creates a form/question with 10s timeout, Yes/No buttons
-- and 2 seconds of “ready-time”
local res = form.question("Enable function?",
                           "Function will be enabled",
                           "Description of the function",10000,false,2000)
```





## Versions History

Version	Tx firmware	Date	Description
1.0	4.10	07/2016	First release.
1.1	4.20	12/2016	<p>Added functions: lcd.setClipping, lcd.resetClipping, lcd.drawCircle, lcd.drawEllipse, form.addIcon, form.setTitle, form.question, system.getProperty.</p> <p>Modified: system.setProperty.</p> <p>The init() function now has a single parameter, representing state of the transmitter.</p> <p>Limited Lua functionality in DC/DS-16. The drawing functions are limited to use only a single color, external images are forbidden. The DC/DS-16 can manage up to <b>2 applications</b> and up to <b>4 Lua controls</b> are available.</p>



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## **Lua CJSON - JSON support for Lua**

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