

VIALATM SCRIPT V4

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Introduction

A script is a program that is executed on certain events (for example, when new messages are received from objects).

If a script is specified for an object, then it is executed, otherwise the script in the nearest parent group is executed.

The script consists of modules. The module block in the source code of the script begins with **.module**. The presence of at least one of the modules determines the presence of a script for an object (or group). In case of errors during the execution of the script, they can be viewed in the script panel - the **Runtime error** button. In addition, a red gear icon is displayed for this object in the objects panel.

.module Declare

This module defines the attributes available for display in tooltip and/or object variables that persist between invocations of the script program.

Integer EXTRABATPROC "Extra Bat. % charge"
 Double EXTRABATVOLT

Basic definition format:

TYPE IDENT ["NAME"]

TYPE - defines the type of the attribute/variable. Valid types: **Integer, Double, String.**

IDENT - specifies an identifier. Only Latin letters, numbers and the _ symbol are allowed. The identifier must start with a Latin letter or the symbol _ . The maximum length of an identifier is 16 characters.

NAME – attribute name, if not set then this attribute is not available in tooltips. Characters " ; = are not allowed. The maximum length of the name is 48 characters. The names translate according to the language dictionary. If "V" is specified as the name, then the tooltip will display “Speed” and not “V”.

In addition to the main one, there is an additional format. If the attribute of incoming messages is not present in the list of the standard set of attributes (the **Attr** button in the script panel), but it needs to be displayed in tooltips, then the Attr keyword must be added to the beginning of the main format.

Attr Integer IO243 "Sensor 243"

.module onMessage

This module defines a Java program to be executed when new messages arrive.

Variables defined in the **Declare** block, standard attributes coming in messages, and object's variables are available in this program. You can see the list of attributes by clicking on the **Attr** button (in the script panel), and the list of variables by clicking on the **Var** button.

Message attribute identifiers and object's variables are case sensitive.

When using attributes, it is necessary to check their presence in the message or variables stored in the object. A parameter may not always be present in a message or in object variables. Validation examples:

```
double AV=0;
if (V!=null) {
  AV = V*0.123
}
```

Built-in functions

Message attributes

Group of functions for accessing the attributes of incoming messages:

```
getIntAttr(name)
getDoubleAttr(name)
getStringAttr(name)
```

```
setIntAttr(name,value)
setDoubleAttr(name,value)
setStringAttr(name,value)
```

Get functions return the value of the attribute given by the **name** string. If the attribute is not present in the message, **null** is returned. Returns types of Integer, Double, or String.

Set functions allow you to change the value of an attribute. The **value** types can be: Integer, Double, or String.

Examples:

```
Double MYBAT = getDoubleAttr("BAT2");
setStringAttr("MODE","SLEEP");
```

Object variables

Group of functions for accessing object variables:

```
getIntVar(name)
getDoubleVar(name)
getStringVar(name)
```

```
setIntVar(name,value)
setDoubleVar(name,value)
setStringVar(name,value)
```

The function group is similar to the message attributes group. Predefined system variables cannot be used in Set...Var functions. When you click on the **Var** button in the script panel, a list of current object variables is displayed. System variables appear at the top of the list and are marked with the **System** attribute. Examples:

```
Integer AZIM = getIntVar("azimut");
setDoubleVar("DENS",1.2)
```

Title, IMEI и Handler

```
getTitle()
getIMEI()
getHandler()
```

The functions return the name of the object, IMEI and the name of the protocol by which the object transmits data. All return values are of type String.

Time functions

now()

The function returns the current time in unix timestamp format (number of seconds since 1970).

getMessageTime()

The function returns the time (unix timestamp) in the incoming message.

getElapsedTime()

The function returns the number of seconds elapsed since the object's last message.

isInTimeOfDay(from,to,offset)

Returns **true** if the current time is within the specified interval, taking into account the **offset** parameter (GMT offset in seconds). Otherwise, **false** is returned. Example:

```
String TOD = (isInTimeOfDay("01:30","18:30",7200))?"Work":"Rest";
```

Mileage and acceleration

getDistanceTo(latlon)

The function returns the distance (in meters) from the location in the current message to the point specified in the **latlon** parameter. The return type is Integer. Example:

```
Integer DIST2 = getDistanceTo("51.820191,-1.876096");
```

getDistance()

The function returns the distance (in meters) from the location in the current message to the previous location of the object. Example:

```
Integer DIST = getDistance();
```

getOdometer(init,resetlimit,eventname)

The function accumulates the object's mileage in the **odometer_total** variable and returns its value. The **init** parameter specifies the value that is assigned when the **odometer_total** variable is initialized. The **resetlimit** parameter specifies the value at which the odometer is reset to zero and the event specified by the **eventname** parameter is generated. Example:

```
Integer ODOM = getOdometer(2000, 100000, "Passed 100km");
```

getAcceleration()

The function returns the acceleration calculated from the speed in the current event and the last speed of the object. The return type is Double. Example:

```
Double ACCEL = getAcceleration();
```

Events

eventAdd(name)

The event specified by the **name** parameter is added to the current message. Example:

```
eventAdd("Normal");
```

eventAddByBit(sensor,bitpos,name)

If the **bitpos** bit in the variable specified by the **sensor** parameter is set to 1, then the event specified by the **name** parameter is added to the current message. Bits are numbered from right to left, starting from 1. Example:

```
eventAddByBit(SENSOR1,2,"COOLER ON");
```

If SENSOR1=5 (00000101), then the event will not be added, if SENSOR1=6 (00000110), then the event will be added.

eventContains(name)

Returns **true** if the message contains a **name** event, **false** otherwise. Example:

```
if (eventContains("Alert")) {  
    MODE = 20;  
}
```

eventClearAll()

All events are removed from the message. Example:

```
eventClearAll();
```

eventClear(name)

If there is an event named **name** in the message, then it is removed from the message. Example:

```
eventClear("Normal");
```

eventReplace(name,taname)

If the message contains an event named **name**, then it is renamed to **taname**. Example:

```
eventReplace("Normal","Normale");
```

Util functions

round(val,nsiz)

Returns the rounding of the **val** (Double) parameter to **nsiz** decimal places. Example:

```
Double nval = round(PWAL,2);
```

round(val)

Returns the rounding of the **val** (Double) parameter to the nearest integer. Example:

```
Integer nval = round(PWAL);
```

isBitSet(val,bitpos)

Returns **true** if the **bitpos** bit is set to 1 in the **val** (Integer) parameter. Bits are numbered from right to left, starting from 1. Example:

```
if (isBitSet(IVAL,3)) {
```

```

MODE = 20;
} else {
MODE = 21;
}

```

If IVAL=5 (00000101), then the MODE=20 statement will be executed, if IVAL=9 (00001001), then the MODE=21 statement will be executed.

getSigned(val,numberofbytes)

Used to convert positive integers to signed numbers. The **val** parameter contains a positive number, the **numberofbytes** parameter specifies the dimension of the number into which the first parameter is converted. Example:

```
Integer nval = getSigned(val,1);
```

If the val parameter was equal to 136, then after the statement is executed, the nval variable will be assigned -120. If val was 125, the nval would be set to 125.

hasLatLon()

Returns **true** if the current message contains coordinates, **false** otherwise.

getStringByVal(param, cond1, cond2, ...)

Based on the value of the **param** parameter, a string is returned, selected from the conditions strings **cond1, cond2, ...** Condition strings have the format "*condition value string*". Spaces are required between *condition, value* and *string*. *condition* can have one of the following values: < <=> >= = . *string*(should not contain spaces) specifies the parameter that is returned when the condition is met. If none of the conditions are met, then **null** is returned. Example:

```
String sector = getStringByVal(F,"< 90 SECTOR1", "< 180 SECTOR2", "< 270 SECTOR3", ">= 270 SECTOR4");
```

getCalibrationValue(xparam, double[][] arr)

The function returns a numeric value using the linear functions specified by the **arr** parameter. Two points [n][0] and [n+1][1] define a linear function $ax + b$. If the value of the **xparam** parameter is outside the range specified by the arr parameter, then **null** is returned. Function is useful to calculate the fuel in the tank by the value of the sensor (linear functions in this case define the calibration table). Example:

```
Double Fuel = getCalibrationValue(X1, new double[][] { { 20, 0 }, { 1000, 40 } });
```

Object Icon

setIcon(icon)

Function is used to change the object icon. The icon is set by the **icon** parameter. Example:

```
setIcon("ncar03");
```

setIconColor(color)

Function is used to change the color of the object's icon. The color is specified in the format "RRGGBB". Only the dots of the icon (png format) colored in black are changed. Example:

```
setIconColor("FF0000");
```

iconByVal(xparam, cond1, cond2, ...)

Setting the icon image based on the value of the **param** parameter. See the getStringByVal(param, cond1, cond2, ...) function for the format of condition strings cond1, cond2, The name of the icon is given without extension. Icons are selected from the current group of object's icons. Example:

```
iconByVal(V, "< 10 car2", "< 50 car3", ">= 50 car4");
```

iconColorByVal(xparam, cond1, cond2, ...)

Setting the color of the icon based on the value of the **param** parameter. See the getStringByVal(param, cond1, cond2, ...) function for the format of condition strings cond1, cond2, The color is specified in RRGGBB format. Example:

```
iconColorByVal(V, "< 1 ccccc", "< 40 00ff00", "< 60 0000ff", ">= 60 ff0000");
```

Geofence

isInZone(zoneid)

Returns **true** if the object is in the zone with the **zoneid**, **false** otherwise. The zone ID is displayed in the "Basic info" geofence panel. Example:

```
if (isInZone(4443)) { ..... }
```

timeStayInZone(zoneid)

Returns the number of seconds the object has been in the given zone. If the object is outside the zone, or has just entered the zone, 0 is returned. Example:

```
Integer INZONE1 = timeStayInZone(4443);
```


Command

```
sendCommand(command,humanreadabletext);
```

Sending a command to the device. The **command** parameter specifies the body of the command that is sent to the device (command formats depend on the object device type). The **humanreadabletext** parameter specifies the text that will be displayed in event logs and reports. Example:

```
sendCommand("**,imei:%IMEI,C,60s","Report interval 1min");
```

Examples

The color of the icon is set depending on the speed. Mileage of the object in km mapped to ODOM variable.

```
.module Declare
Double ODOM "Odometer"
.module onMessage
iconColorByVal(V, "= 0 CCCCCC", "< 40 FFFF00", "<= 60 00CCCC", "> 60 996633");
ODOM = round (((double) getOdometer(2000, 800000, "Passed 800km ") )/1000,1);
```

Executed for all objects of the group and its child subgroups (for those objects that do not have their own scripts defined). The same actions are performed as in the previous script, but access to the parameters is made not by identifiers, but through the get...Attr functions In addition, for objects that use Teltonika protocol, the FLAG1 variable is set based on the value of bit 18 from the IO517 attribute, and for objects that use Coban protocol, the "ACCOFF" events are renamed to "IGNITION OFF".

```
.module Declare
String FLAG1 "Flag1"
Double ODOM "Odometer"
.module onMessage
iconColorByVal(getIntAttr("V"), "= 0 CCCCCC", "< 40 FFFF00", "<= 60 00CCCC", "> 60 996633");
ODOM = round (((double) getOdometer(2000, 800000, "Passed 800km ") )/1000,1);
switch (getHandler()) {
case "Teltonika":
    String str517 = getStringAttr("IO517");
    if ( str517!=null) {
        long state = Long.parseLong(str517,16);
        FLAG1 = isBitSet(state,18)?"Y":"N";
    }
    break;
case "Coban":
    eventReplace("ACCOFF","IGNITION OFF");
    break;
}
```