

LuaFs – API Reference

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Console API:

StopButton();

Return 0 or 1 when Stop button is pressed

Example:

```
while StopButton()==0 do
    --program loop
end
```

Print(message);

Print a message on screen (for debug purpose)

Example:

```
Print("Hello Freestyler!");
```

Stop();

Stop (or abort) de execution of script

Sleep(ms);

Pause of x milliseconds (max 30000 milliseconds)

SleepS(s);

Pause of x seconds (max 30000 seconds)

Freestyler API:

(value → 0..255)

fsSetOutput(channel, value);

fsLoadSequenceIntoCue(cueNumber, sequenceFile);

fsSetSequenceOptions(options);

fsSequenceGoToStep(cueNumber, step);

fsToggleAllFixtures();

fsToggleFavorite();

fsToggleBlackout();

fsOpenGobo();

fsOpenColor();

fsOpenPanTilt();

fsOpenBeam();

fsOpenSpecial();

fsOpenDmx400();

fsTapSync();

fsOpenLamp();

fsCreateSequence();

fsOpenCue();

fsOpenSound();

fsShowOutput();

fsShowSliders();

fsNextGobo();

```

fsNextColor();
fsNextGobo2();
fsNextColor2();
fsPanRight();
fsPanLeft();
fsTitlUp();
fsTiltDown();
fsReleaseAll();
fsNewSequence();
fsInsertScene();
fsRemoveScene();
fsAddScence();
fsShowFraming();
fsZone(zoneNumber);           --zoneNumber [1..4]
fsGroup(groupNumber);         --groupNumber [1..10]
fsEnbleJoystick();
fsMultiselect();
fsSequence(sequenceNumber);   --sequenceNumber[1..20]
fsButton(buttonNumber);       --buttonNumber[1..32]
fsBlackoutGroup(groupNumber); --groupNumber[1..24]
fsToggleJoystickPanTilt();
fsToggleFreeze();
fsGobo1Channel(value);
fsGobo2Channel(value);
fsGoboRotationChannel(value);
fsGobo2RotationChannel(value);
fsColorChannel(value);
fsColor2Channel(value);
fsCyanChannel(value);
fsMagentaChannel(value);
fsYellowChannel(value);
fsPanChannel(value);
fsTiltChannel(value);
fsShutterChannel(value);
fsIntensityChannel(value);
fsPrismChannel(value);
fsPrismRotationChannel(value);
fsFocusChannel(value);
fsZoomChannel(value);
fsIrisChannel(value);
fsFrostChannel(value);
fsToggleRelativePanTilt();
fsMaster100();
fsMaster0();
fsFadeIn();
fsFadeOut();
fsMasterIntensity(value);
fsSequenceSpeed(sequenceNumber, value); --sequenceNumber [1..20]
fsFogSmoke();
fsPreviousGobo();
fsPreviosColor();
fsPreviousGobo2();

```

fsPreviousColor2();	
fsLockMidiInput();	
fsToggleSubmaster(submasterNumber);	--submaterNumber [1..5]
fsSubmasterGo(submasterNumber);	--submaterNumber [1..5]
fsSubmasterBack(submasterNumber);	--submaterNumber [1..5]
fsSubmasterPage(pageNumber);	--pageNumber[1..4]
fsSubmasterIntensity(subNumber, value);	--subNumber[1..5]
fsMasterSpeed(value);	
fsManualTrigger();	
fsSoundToLightTrigger();	
fsReleaseFixtureOverride();	
fsOverrideButtonsTab(tabNumber);	--tabNumber [1..6]
fsDisOverrideGroup(groupNumber);	--groupNumber [1..24]
fsDisableAllButtons();	
fsCuelistTab(tabNumber);	--tabNumber [1..6]
fsToggleCuelist(cuelistNumber);	--cuelistNumber [1..16]
fsSelectNextFixture();	
fsPreviousFixture();	
fsSelectEvenFixtures();	
fsSelectOddFixtures();	
fsSelectSameEvenFixtures();	
fsSelectSameOddFixtures();	
fsLocateSelectedFixtures();	
fsEnableSoundSelectedFixtures();	
fsPreviusGroup();	
fsNextGroup();	
fsPreviousOverrideTab();	
fsNextOverrideTab();	
fsPreviousCuelistTab();	
fsNextCuelistTab();	
fsPreviousSubmasterTab();	
fsNextSubmasterTab();	
fsFogLevel(value);	
fsFogFanLevel(value);	
fsDmx400Master(value);	
fsDmx400Background(value);	
fsDmx400ProgramSelect();	
fsDmx400Speed(value);	
fsDmx400Blackout();	
fsDmx400FullOn();	
fsDmx400Fade();	
fsDmx400FadeTime(value);	
fsDmx400Interval(value);	
fsDmx400AutoChange();	
fsDmx400ColorChange();	
fsDmx400SameColor();	
fsDmx400VividColors();	
fsSubmasterRun(submasterNumber);	--submasterNumber [1..20]
fsSubmasterStop(submasterNumber);	--submasterNumber [1..20]
fsSubmasterGo(submasterNumber);	--submasterNumber [1..20]
fsSubmasterBack(submasterNumber);	--submasterNumber [1..20]
fsSubtamerIntensity(submasterNumber,value);	--submasterNumber [1..20]);