



rt.buffer Reference Manual

Scannex Electronics Limited

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Table of Contents

Introduction	2
Useful Bookmarks	3
IoT Operations	4
Update Mechanism	5
update.txt Keywords	5
User Process	7
Configuration Options	7
Stopping the User Process	7
Lua Modifications	8
Lua Compiler and Virtual Machine changes	8
Lua "Basic Functions"	8
Coroutine Manipulation - coroutine	8
Modules - package	8
String Manipulation - string	8
Table Manipulation - table	8
Mathematical Functions - math	9
Input and Output Facilities - io	9
Operating System Facilities - os	9
Debug Library - debug	10
boot.lua	11
Lua Library Extensions	12
Library adc : ADC Library	13
ADC Callback	15
Library alm : Alarm Library	16
Alarm Table at	19
Alarm Callbacks	19
Library app : Application Utilities	21
Memory efficient dynamic blocks	21
Library bit : Logical Bit Functions	24
Library cfg : Configuration	28
Library cfg.key Secret Keys	30
Library coro : Coroutine Extensions	32
Library crc : CRC Calculations	36
Library dpc : Digital Pulse Counters	39
Library evt : Event Library	41
Event Callback Functions	43

Event Callback Names	44
Event Callback Examples.....	45
Library fc : File Controls	46
Library float : Floating Point Utilities	56
Library hash : Hash Calculations	62
Hash Table Structure	64
Library hydr ins : HydrINS Support	65
Hydrins Table ht	68
Library iot : Internet Of Things	69
Default Functions	77
IoT Callbacks.....	79
Library job : Job Scheduler	81
Job Schedule Strings	81
Schedule Examples	82
Scheduled Jobs	82
Scheduled Job Callbacks	84
UTC Based Jobs.....	85
UTC Based Job Callbacks	87
Library kvc : Key Value Container	88
Library modbus : MODBUS functions	91
modbus.cmd tfmt & rfmt Format Strings	99
Library nmea : NMEA Functions	100
Library out : Digital Outputs	102
Library pwr : Power Control.....	105
Development Functions.....	111
Library rt : rt.buffer Utility Functions	112
Library sdi12 : SDI-12 Protocol	122
SDI-12 Table Structure	127
Library ser : Serial Ports	128
Library ser cp : Comport Objects	130
Receive Until Table rxut.....	143
Library smp : Sample Data Store	144
Structure of ftable	144
Sample Data Store Functions	145
Prebuilt Function Methods	147
CSV Formatting Table csv	148
Library sms : SMS Text Messaging	149
SMS Received callback.....	154

Library struct : Structure Handling	155
Struct format strings	157
Struct Examples	158
Library twi : TWI Hardware Interface	159
Library usb : USB functions	161
Library utc : Time Functions	162
Library ut il : Utility functions	167
LCD and User Interface Library Extensions	176
Library key : Keyboard Library	177
Key callback functions	181
Library lcd : LCD Library	183
Hardware control	184
Drawing functions	189
Font and Text functions	193
Font names	196
Library ui : User Interface LCD Library	197
Boilerplate code	198
UI Element : Menu	199
UI Element : Values with editing	201
UI Element: Number Editor	202
UI Element: List Picker	204
UI Element: Settings and Hooks	206
Preference settings	213
UI Callbacks	217
Configuration Variables	219
Config c.alm : Alarm	220
Config c.arc : Archive Parameters	221
Config c.cell : Cellular	222
Config c.iot : IoT Parameters	224
Config c.lua : Lua Configuration	227
Config c.site : Site Deployment	228
Config c.term : Terminal Controls	229
Config c.tls : Security Settings	230
Config c.toa : Terminal Over the Air settings	232
Config c.user : User IoT settings	234
Information Variables	235
Info i.cell : Cellular Information	236
Modem activity	236

Modem timings	237
Info i.fw : Firmware Information	240
Info i.iot : IoT Information	241
Info i.lua : Lua Information	242
Info i.rt : rt.buffer Information	243
Info i.smp.XXXX : Samples	244
Info i.pwr : Power Information	245
Terminal Commands	247
Terminal: Internal Debug Commands	248
Terminal: External Devices	250
Terminal: General Functions	252
Terminal: Lua Core	254
Terminal: NAND Flash	257
BootLoader Terminal Commands	261
LED Sequences	263
Example Lua App	264
The Main Sample	265
Keeping Tally	266
Linking the Schedule into the Configuration	267
Updating the Schedule Immediately	268
Adding Diagnostic Information	269
Adding Pressure Readings	270
Adding ADC Scaling	271
Adding file headers and footers	272
Full Listing	273
Terminal Over the Air (TOA) Details	274
Sequence of Connection	275
CONNECT header	276
CONNECT header with Authentication	279
HTTP POST Protocol	281
Custom Headers	282
Example - Sending Diagnostics	286
rt.buffer sends	286
Server replies	286
Example - Requesting Updates	287
rt.buffer sends	287
Server replies	287
Cryptographic Hash Calculations	288

Initialisation	288
Verifying rt.buffer Request	288
Generating Response	289
Software Licenses	290
Operating System	291
Cortex Support Libraries (CMSIS)	292
Atmel Files	293
Lua License	294
Libstruct Library	295
eLua additions	296
zlib Compression Library	297
Cryptographic Functions	298
U8G2 LCD Library	299
Index	301

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Introduction



See also the "rt.buffer Getting Started Manual".

Lua 5.1.5 has been chosen, along with numerous patches and extensions that allow it to run in a very resource-constrained environment.

Lua in the rt.buffer has about 80k bytes of memory available to it, and this has required using short names for functions and variables (because even though code is compiled into p-code, the tables and functions are still referred to by their string name).

A combination of event-driven (aka "Reactor Pattern") programming and loop programming allows for a flexible combination of ultra-low-power operation, and ease of programming for sequential transmit/receive style operations.

A real-time-operating system (RTOS) provides multi-tasking support, and Lua is called from three different tasks in the RTOS.

1. [Main Lua Loop Task](#)
2. [Event Callback Task](#)
3. [Modem/3G Delivery Task](#)



Think of the 'Event Callback` Task as an "interrupt handler" in traditional coding.

It is important to be aware that the Event Callback Task must NEVER perform long-running operations. If you try, they will be aborted. Instead, callbacks issued from within this task should signal to the Main Lua Loop Task (or otherwise queue up requests in a Lua table).

There are also callbacks that occur within the Modem/3G Delivery Task—and these can take a reasonable time (minutes). However, the task can still choose to abort the running Lua callback.

Most of the system architecture has been designed to be completely flexible. Consequently, the process of designing a suitable Lua-based App may take some time and skill to be successful.

This document aims to provide a reference for the many Lua library extensions that have been written to complement the Lua core.

Useful Bookmarks

These links may be helpful:

- [USB and Terminal](#)
 - [Terminal Commands](#)
 - [BootLoader Terminal Commands](#)
- [c. and i. values](#)
 - [Configuration Variables](#)
 - [Information Variables](#)
- [Scheduling](#)
 - [Job Schedule Strings](#)
 - [Schedule Examples](#)
- [LED Sequences](#)

IoT Operations

Update Mechanism

The update mechanism works by pulling an `update.txt` file from the IoT server, and parsing the lines of the ASCII file.

When completed, the `update.txt` file will be renamed on the server as `update.YYYYYMMDDHHMMSS.txt` (using the `rt.buffer`'s UTC time that the update was completed).

The commands and available options are listed below.

update.txt Keywords



If the `c.iot_gz=0`, then the following transfers will not use gzip compression, and will not use the `.gz` extension.

cellinfo

Perform a cellular survey and post the results to the IoT server.

The file will be named `cellinfo.{i.rt_sn}.txt.gz`

diag

Post a diagnostics dump file onto the IoT server.

The diag file will be named `diag.{i.rt_sn}.txt.gz`

COMMAND

COMMAND:Lua expression

Execute a Lua command. This is syntactically the same as the USB command `lx`. However, the results of the Lua command will be thrown away.

Complex expressions can be executed, with a line length up to 128 characters.

```
lx job.utctime(os.time()+6000, function() iot.go('user') end)
```

If an App has utility functions, for example to make configuration changes to the connected device, you can call these too. They will be executed from the context of the modem task.

```
lx CallMyFunction(10.34, 34.56)
```

getfile SOURCE, TARGET

SOURCE:The full path and name of the file on the rt.buffer

TARGET:The (path and) filename of where to save the file on the IoT server

Post a file from the flash file system onto the IoT server.

Listing 1. gz will be added to the target filename, if appropriate.

```
getfile /Logs/system.log,/temp/system.log
```

setfile SOURCE, TARGET

SOURCE: Source filename to ask from the IoT server

TARGET: The full path of where to save the file on the rt.buffer

Pull a file from the IoT server and save into the flash file system.



The source file cannot be gzip or zlib compressed. The rt.buffer does not have the RAM to decompress data.

```
setfile /temp/config.mine.txt,/Config/config.txt
```



If updating the [/Config/config.txt](#) file be **very** careful you do not change the IoT settings, or break the cellular settings... otherwise you could lose control of the rt.buffer!

NAME.blf

NAME: Filename (and path) on the IoT server to pull

Pulls a firmware image from the IoT server and burns.

```
../rt.buffer.Lua.1.02.blf
```

c.KEY = VALUE

c.KEY: Config parameter

VALUE: Config value

Make a configuration change

User Process

The user process is typically triggered by the magnet.

The `rt.buffer` will connect to the IoT server and repeatedly send the config and info sets. This should enable a back-end process to present the data to a live web-page, so any engineer can view the current information on a phone, tablet or PC.

The process will pause, by default 15s, and send again. This will continue for a default time of 10 minutes. The settings `c.user_ins` & `c.user_onm` override the values.

Configuration Options

The process will post the data to a file named `"user.{i.rt_sn}.txt.gz"` in the folder specified by `c.iot_url`
`c.iot_user`.

If the `c.iot_user` value is not present, then `"Update/{c.site_name}"` is used (same logic as the `c.iot_upd` value).

The function `"doUser"` will be called on each loop, allowing the Lua App to include additional values (like live ADC readings) in the information tree.

Stopping the User Process

The back-end process can abort the user mechanism by leaving a file named: `"user.{i.rt_sn}.stop"`

When the `rt.buffer` detects this file, it deletes it and quits the User Process.

Lua Modifications

This section documents the additions to the standard Lua core that provide the functionality required for the {rpbuffer} product.

Lua Compiler and Virtual Machine changes

There are some basic internal changes to the Lua core, including:

1. Reading from a table that doesn't exist returns NIL, and does not generate a run-time error. Attempting to write to a NIL table will still generate a run-time error.
 - `lvm.c` modified
2. C/C++ style comments are supported with the `//` tag and `/.../` tag. This is in addition to the regular Lua comment marker `--`.
 - `llex.c:llex` function modified
3. Strings can use the C/C++ hex markers. e.g. `'\xee\xff'` is `0xee + 0xff`.
 - `llex.c:read_string` modified
4. The os functions `execute`, `exit`, `getenv`, `setlocale`, and `tmpname` removed.

Lua "Basic Functions"

Fully included.

Coroutine Manipulation - `coroutine`

Fully included

Modules - `package`

NOT included. The memory requirements were too large.

However, you can still use Lua's `loadfile` and `loadstring`.

String Manipulation - `string`

Fully included.

Table Manipulation - `table`

Fully included.

Mathematical Functions - `math`

Fully included, using double-precision floating point internally.

Input and Output Facilities - `io`

Mostly included.

Not included

- `io.popen`
- `io.tmpfile`
- `file:setvbuf`

Operating System Facilities - `os`

Mostly included.

Not included

- `os.execute`
- `os.getenv`
- `os.tmpname`

Added

```
ok = os.move(fromfile, destfile)
```

Move a file

Parameters

- `fromfile`: Filename of existing file
- `destfile`: Filename of target

Returns

- `ok`: True if successful

Description

Move a file

Debug Library - debug

NOT included.

boot.lua

If the file `/Lua/boot.lua` exists, the `rt.buffer` will execute this file before loading the application Lua file.

Warning: Be careful what you code you put in this file!

Lua Library Extensions

There is a large set of Lua library extensions embedded in the firmware. The libraries and their functions are constantly being improved and added to.

Many of the libraries have default behaviour that can be overridden using tables, variables, and function overrides.

Library `adc` : ADC Library

This library provides a coroutine-friendly way to take multiple ADC measurements, and average them.

```
adc.def() v3.00
```

Set ADC default parameters

Parameters

None

Returns

None

Description

Sets the default parameters of 1 sample and no 'off' measurement.

```
done, n, tot = adc.done() v3.00
```

Check for complete

Parameters

None

Returns

- `done`: Whether complete (boolean)
- `n`: Number of samples taken
- `tot`: Total number of samples to take

Description

Checks whether the ADC sequence has completed.

You can create a loop if needed, or use the `onAdc` callback:

```
while not adc.done()
do coro.w(100)
end
```

```
uv,ts,ouv = adc.get([m, [c, [raw]]]) v3.00
```

Get ADC sample

Parameters

- **m**: Slope for the ADC value
- **c**: Offset for the ADC value
- **raw**: Whether to use raw ADC values (true), or microvolts (false=default)

Returns

- **uv**: Microvolts.
Range ± 0 -1500000uV (± 0 to 1.5V)
(3.0V is the reference voltage)
- **ts**: Timestamp of the first sample
- **ouv**: Microvolts when the power was off.

Description

Get average pressure reading in microvolts, optionally calculating $y=mx+c$



The ADC is LTC2485, 24-bit delta-sigma, that has V-REF = 3.0V.

```
adc.go() v3.00
```

Start ADC

Parameters

None

Returns

- **ok**: Whether sampling started

Description

Starts the ADC measurement process.

Each sample takes 170ms, so an 8-sample average will take 1.36s to complete.

```
n,moff = adc.set([n], [moff]) v3.00
```

Set or get ADC parameters

Parameters

- **n**: Number of samples to average (default=1)
- **moff**: True to measure the 'off' reading as well

Returns

- **n**: Number of samples to average
- **moff**: True to measure the 'off' reading as well

Description

Set or get the ADC parameters.

When triggered, the ADC task will read **n** samples. If **moff** is true, then before enabling the ADC power an 'off' reading will be taken.

ADC Callback

```
function onAdc() v3.00
```

ADC completion callback

Parameters

None

Returns

None

Description

Called when the ADC completes all readings.



You will need to enable the callback event with `evt.en('onAdc')`

Library `alm` : Alarm Library

The alarm library allows for tracking counts on 32 distinct alarms. The alarms can be updated with bitfields, or individually.

```
alm.clr(n)
alm.clr( {bitfield} )
```

Alarm clear

Parameters

- `n`: Alarm number, 1-32
- `bitfield`: The bitfield number is placed in the first element of a table

Returns

None

Description

Clear the Counts.

```
aa, at = alm.get(n)
ab, at = alm.get( {bitfield} )
```

Alarm get

Parameters

- `n`: Alarm number, 1-32
- `bitfield`: The bitfield number is placed in the first element of a table

Returns

- `aa`: Alarm active (true if active)
- `ab`: Alarm bits that are active
- `at`: Alarm table of values

Description

Returns a table with the alarm parameters and counts for each alarm specified.

```
local ab, at = alm.get( {0x3} )
-- ab = 1
-- at = {1={co=2,cf=0,lo=2,lf=1,alm=true}, 2={co=0,cf=0,lo=2,lf=1} }
```

```
alm.set(n, limiton, limitoff)
alm.set( {bitfield}, limiton, limitoff)
```

Alarm set

Parameters

- **n**: Alarm number, 1-32
- **limiton**: Number of sequential 'ons' before alarmed
- **limitoff**: Number of sequential 'offs' before inactive.
- **bitfield**: The bitfield number is placed in the first element of a table

Returns

None

Description

Set the parameters for an individual alarm 'n', or a range of alarms '{bitfield}'

```
alm.set( {0xff}, 10, 1) -- set alarms 1-8
alm.set( 10, 2, 2) -- set alarm 2 only
```

```
txt=alm.txt(n)
```

Alarm get text

Parameters

- **n**: alarm number

Returns

- **txt**: text

Description

Return the text for the alarm, as set in `c.alm_txt##`

e.g. `alm.txt(2)` will return the value from `c.alm_txt02`

```
alm.upd(n, ison)  
alm.upd( {bitfield, bitvalues} )
```

Alarm update

Parameters

- **n**: Alarm number, 1-32
- **ison**: Boolean indicating whether on or off
- **bitfield**: The bitfield number is placed in the first element of a table
- **bitvalues**: A bitfield representation of the alarms covered by bitfield, where 0=off, 1=on

Returns

None

Description

Update the alarm counters, and trigger the alarm callbacks as required.

```
alm.upd(2, true)  
alm.upd( {0xff, 0x5a} )
```


Alarm Table at

As returned by `alm.get(...)`

- `.co` = Counts on
- `.cf` = Counts off
- `.lo` = Limit on
- `.lf` = Limit off
- `.alm` = true if in the alarmed state

Alarm Callbacks

There are two types of callbacks made from the library:

```
function onAlm##(state)
```

Alarm individual callback function

Parameters

- `state`: true if alarmed, false if inactive

Returns

None expected

Description

Callback for an individual alarm, where `##` is the two-digit decimal number of the alarm:

```
function onAlm02(state)
  if state
  then -- do something
  else -- do something else
  end
end
```

function onAlm(n, state)

Alarm global callback function

Parameters

- **n**: Alarm number, 1-32
- **state**: true if alarmed, false if inactive

Returns

None expected

Description

A callback for all alarms. For each alarm, the onAlm## is called first, followed by the onAlm callback (allowing a mix of specific and general handling).



You can use the function `alm.txt(n)` within the callback to pick out a name for the alarm.

Library `app` : Application Utilities

The `app` library provides some helpful functions related to the Lua app.

Memory efficient dynamic blocks

You can add special commented markers within the Lua app file, and dynamically retrieve these at runtime.

The tags are in the form:

```
--[[TAG]text--]]--  
  
--[[TAG]  
multi-line text  
is here  
--]]--
```

```
rv, ... = app.eval(tag) v2.00
```

App evaluate block

Parameters

- `tag`: Tag name

Returns

- `rv`: Lua return values...

Description

Find the `tag` and evaluates, equivalent to `return app.txt(tag)`

```
rv, ... = app.exec(tag) v2.00
```

App execute block

Parameters

- **tag**: Tag name

Returns

- **rv**: Lua return values...

Description

Find the **tag** and execute, like Lua's **dostring**.



Useful for dynamic function definitions.

```
tb = app.lines(tag) v2.00
```

App fetch lines

Parameters

- **tag**: Tag name

Returns

- **tb**: Table of strings

Description

Find the **tag** and return as a table of strings.



Useful for internationalisation strings.

```
txt = app.txt(tag) v2.00
```

App fetch text block

Parameters

- `tag`: Tag name

Returns

- `txt`: Text block, if found.

Description

Find the `tag` and return as a raw string.

Library `bit` : Logical Bit Functions

The `bit` module provides useful bit operation functions.



Bit functions by Reuben Thomas <rrt@sc3d.org>

<http://luaforge.net/projects/bitlib>

(Extensions for bit-wise string handling and nibble/byte swap added by Scannex.)

```
v = bit.ar(a,b)
v = bit.arshift(a, b)
```

Bit arithmetic shift right

Parameters

- `a`: Value to shift
- `b`: Number of bits to shift

Returns

- `v`: Result

Description

Returns `a` right shifted arithmetically `b` places.

```
v = bit.band(v1, ...)
v = bit.band(txt)
```

Bitwise AND

Parameters

- `v1`: Value 1, etc
- `txt`: String

Returns

- `v`: Result

Description

Returns the bitwise AND of the `v`'s, or string

```
v = bit.bnot(a)
```

Bitwise NOT

Parameters

- **a**: Value

Returns

- **v**: Result

Description

Returns one's complement of **a**.

```
v = bit.bor(w1, ...)
```

```
v = bit.bor(string)
```

Bitwise OR

Parameters

- **v1**: Value 1, etc
- **txt**: String

Returns

- **v**: Result

Description

Returns the bitwise OR of the ``v`s`, or string

```
v = bit.bxor(w1, ...)
```

```
v = bit.bxor(string)
```

Bitwise XOR

Parameters

- **v1**: Value 1, etc
- **txt**: String

Returns

- **v**: Result

Description

Returns the bitwise XOR of the ``v`s`, or string

```
v = bit.cast(a)
```

Bit cast

Parameters

- **a**: Value

Returns

- **v**: Result

Description

Cast **a** to the internally used integer type.

```
v = bit.lshift(a, b)
```

```
v = bit.lshift(a, b)
```

Bitwise left shift

Parameters

- **a**: Value to shift
- **b**: Number of bits to shift

Returns

- **v**: Result

Description

Returns **a** left shifted **b** places.

```
v = bit.rshift(a, b)
```

```
v = bit.rshift(a, b)
```

Bitwise right shift

Parameters

- **a**: Value to shift
- **b**: Number of bits to shift

Returns

- **v**: Result

Description

Returns **a** right shifted **b** places.


```
v = bit.swap16(a)
```

Bit swap bytes

Parameters

- **a**: Value

Returns

- **v**: Result

Description

Returns **a** with the LSB and MSB bytes exchanged.

```
v = bit.swap32(a)
```

Bit swap

Parameters

- **a**: Value

Returns

- **v**: Result

Description

Returns **a** with each of the four bytes reversed.

```
v = bit.swap8(a)
```

Bit swap nibbles

Parameters

- **a**: Value

Returns

- **v**: Result

Description

Returns **a** with the nibbles exchanged.

Library `cfg` : Configuration

The `cfg` Library provides helpful routines for reading and writing values into the configuration tree.

```
v = cfg.get(key, [t], [d]) v1.00
```

Config_get

Parameters

- `key`: Config key name
- `t`: (optional) table for replacing the # characters in key
- `d`: (optional) default value

Returns

- `v`: Result

Description

Reads a value from the config tree.

The '`c.`' prefix is not required, and will be ignored if supplied.

If `key` contains hash (#) characters then each hash is replaced with a value from the table `t`.

If `d` is supplied, and the config tree does not have the key named, then `v=d`.

`v` will be NIL, a string, or a number (i.e. its natural type).

```
local t = cfg.get('adc_c', 0.001)
local t = cfg.get('d_#_#', {1, 'm'}) -- returns value of c.d_1_m
```

```
v = cfg.getb(key, [t], [d]) v1.00
```

Config get boolean

Description

As `cfg.get`, but converts to boolean (or nil).

```
v = cfg.getn(key, [t], [d]) v1.00
```

Config get number

Description

As `cfg.get`, but converts to number (or nil).

```
v = cfg.gets(key, [t], [d]) v1.00
```

Config get string

Description

As `cfg.get`, but converts to string (or nil).

```
ok = cfg.set(key, [t], v) v1.00
```

Config set

Parameters

- `key`: Config key name
- `t`: (optional) table for replacing the # characters in key
- `v`: Value to set

Returns

- `ok`: True if succeeded

Description

Sets `c.key=v`

If `key` contains hash (#) characters, then each hash is replaced with a value from the table `t`.

```
cfg.set('d_#_#', {1, 'm'}, 'Testing')
cfg.set('adc_c', 1.234)
```

```
v = cfg.table(key, [t, [d]]) v1.00
```

Config read as table

Parameters

- **key**: Config key name
- **t**: (optional) table for replacing the # characters in key
- **d**: (optional) default table

Returns

- **v**: Resulting table, or NIL

Description

Reads a config sub-tree as a Lua table.

If **key** contains hash (#) characters, then each hash is replaced with a value from the table **t**.

If **d** is supplied, then this forms the starting point of the **v** result. The table **d** is "deep-copied" to **v**, and then any values within the config sub-tree will replace the entries within **v** - effectively combining the two.

```
local t = cfg.table('') -- gets the whole tree
local t = cfg.table('adc', {}, {m=1,c=0})
```

Library `cfg.key` Secret Keys

The `cfg.key` library provides control over write-only keys that are used for cryptographic functions.

Keys are stored in a hidden directory `/_keys`. However, the keys themselves are encrypted with a device-specific key. The files cannot be used in any other device.



Added in firmware v3.00

```
ok = cfg.key.chk(kn) v3.00
```

Check a secret key

Parameters

- `kn`: Key name

Returns

- `ok`: True if a key has been set

Description

Checks existence of a key.

```
cfg.key.set(kn, txt) v3.00
```

Set a secret key

Parameters

- `kn`: Key name
- `txt`: Plaintext secret

Returns

None

Description

Saves the key.

```
cfg.key.wipe(kn) v3.00
```

Erase a secret key

Parameters

- `kn`: Key name

Returns

None

Description

Erases the key.

Key names

- `iot`: The IoT secret for http locking
- `toa`: The Terminal Over-the-Air shared secret

Library `coro` : Coroutine Extensions

Lua includes a mechanism to run 'coroutines' - also known as cooperative multi-tasking. The `rt.buffer` firmware extends that library to make it simple to run scheduled tasks.

Any of the `onXXX` callback functions and the UI functions absolutely require that code runs very quickly. The `coro` library provides a very convenient way to queue longer running tasks and execute them in the context of the Lua Loop task.

Up to 16 coroutine functions can be queued at any one time.

Depending on how the functions are written, they will execute strictly sequentially, or can cooperatively multitask (if you use the `coro.w()` or `coro.yld()` functions).



Added in firmware v2.00



Lua library functions that delay or wait, such as the serial routines or `rt.ms`, will block **all** coroutines from running during the delay. Once the Lua library function returns then it is possible to call `coro.w` or `coro.yld` to allow other coroutines to run.

```
ok = coro.add([dup], func, [user])
ok = coro.add([id], func, [user])
```

Coro add function to queue

Parameters

- `dup`: True to allow multiple instances of `func`
- `id`: Identifier for the function
- `func`: Lua function
- `user`: User value (string, number, or table) that is passed to `func`

Returns

- `ok`: True if added to the queue

Description

Adds a Lua function, using the supplied `id` (or the function itself).

By default, the function will not be queued again if it is already pending or running. e.g. `coro.add(MyFuncName)` will only allow a single run of `MyFuncName` at a time.

The `id` is useful to associate the same function with different activities. So, the `id` could be a string, or a number. You could use the `id` for a process name, e.g. `smg`, or `prog` - so that one function can be queued for each particular activity.

The `user` value can be used to queue up parameters for the function. So, for example, the function may reconfigure a connected device, and the `user` parameter may be a table of values that are used to reconfigure. This approach allows a single function to perform variable actions.

```
v = coro.id()
```

Coro get ID

Parameters

None

Returns

- `v`: RTOS task and Lua coroutine identifier

Description

Helpful function that can differentiate different Lua tasks and RTOS tasks.

The locking functions rely on this id value.

```
n = coro.kill()  
n = coro.kill(id)
```

Coro kill routine

Parameters

- `id`: The specific `id` of the coroutine to kill.

Returns

- `n`: Number of coroutines that were terminated

Description

Abort all coroutines, or the specified routine.

```
n = coro.n()
n = coro.n(fn) v3.00
```

Coro number of routines running

Parameters

- **fn**: Function

Returns

- **n**: Number of queued coroutines

Description

Return the number of coroutines currently queued.

If **fn** is defined, then **n** is the number of iterations of **fn** that are still running.

```
coro.yld()
coro.w(ms)
```

Coro yield or wait

Parameters

- **ms**: Milliseconds to wait

Returns

None

Description

Yields the current coroutine, allowing the next coroutine task to execute immediately. If **ms** is provided, the current coroutine will not resume until the delay has expired.

If there are no other pending coroutines, the `coro.yld` will return immediately and execution will continue.



The actual delay may be *longer* than the **ms** value.



`coro.yld` and `coro.w` are identical.



v3.00 allows `coro.w` to be called from the main Lua context (e.g. the terminal). In this case it will execute `rt.ms` automatically.


```
local onErr = coro.except(func, v)
local onKill = coro.except(func, v)
```

Coro exception object

Parameters

- **func**: Lua function to call
- **v**: Parameter to pass

Returns

- **onErr**: Exception for error handling
- **onKill**: Exception for `coro.kill` on this coroutine

Description

Creates a special Lua exception handler that **must** be saved local.

The exception handler gives your code a chance to tidy up on exceptions.

If there is a Lua error, the **onErr** will be called after the firmware error handling. If `coro.kill` causes this routine to abort, then **onKill** will be called.

```
function OnMyExcept(cause, func, user)
  -- Cleanup
end

function MyCoro(v)
  local onErr = coro.except(OnMyExcept, v)
  local onKill = onErr
  -- do stuff
end

coro.add(MyCoro)
```

Library `crc` : CRC Calculations

CRC calculations for CRC-8 (c8), CRC-16 (c16), CRC-32 (c32), and CRC-Xmodem (xm), and custom CRC values.

```
cv = crc.c8(txt) / crc.c16(txt) / crc.c32(txt) / crc.xm(txt)
```

CRC calculate

Parameters

- `txt`: String to CRC

Returns

- `cv`: CRC value

Description

Perform CRC-8, CRC-16, CRC-32, or CRC-Xmodem on a string.

Short-hand for using `crc.new` / `crc.upd` / `crc.fin`

```
local v = crc.c32('Testing')
```

```
ct = crc.new(size)
ct = crc.new(txt)
ct = crc.new(ci, ref, polyrev, xor)
```

CRC new object

Parameters

- `size`: Number of bits = 8, 16, 32
- `txt`: Name of crc, e.g. 'xmodem', 'crc32'
- `ci`: Initial CRC value
- `ref`: Boolean value. True to reflect the bits
- `polyrev`: Bit-reversed polynomial
- `xor`: Final XOR value

Returns

- `ct`: CRC table structure

Description

Initialise a new CRC object table.

```
--[[ Sample CRC Custom Values
CRC-32: crc.new(0xffffffff, false, 0xedb88320, 0xffffffff)
CRC-16/Modbus: crc.new(0xffff, false, 0xa001, 0)
CRC-16/SDI-12: crc.new(0, false, 0xa001, 0)
CRC-16: crc.new(0xffff, true, 0x8408, 0)
CRC-16/Xmodem: crc.new(0, true, 0x8408, 0)
CRC-16/Kermit: crc.new(0, false, 0x8408, 0)
CRC-16/DNP: crc.new(0, false, 0xa6bc, 0xffff)
]]--
```

```
cv = ct:fin()
```

CRC finalise

Parameters

None

Returns

- **cv**: CRC value

Description

Finish CRC and return CRC value.

```
local c = crc.new('xmodem')
c:upd('Testing')
local v = c:fin()
```

```
ct:upd(txt)
ct:upd(fhandle, [length])
```

CRC update

Parameters

- `txt`: String to CRC
- `fhandle`: File handle
- `length`: Optional number of bytes (otherwise does all)

Returns

None

Description

Update CRC.

```
local c = crc.new(32)
c:upd('Testing')
```

Library `dpc` : Digital Pulse Counters

```
pc1,pc2 = dpc.dis()
```

Digital pulse disable

Parameters

None

Returns

- `pc1`: Pulse count 1 before disabled
- `pc2`: Pulse count 2 before disabled

Description

Disable pulse counter input.

```
l1, l2 = dpc.lvl() v1.00
```

```
l = dpc.lvl(n) v3.00
```

Digital pulse current level

Parameters

- `n`: Which input - 1 or 2

Returns

- `l1`: True if Pulse 1 is at 0V/GND
- `l2`: True if Pulse 2 is at 0V/GND
- `l`: Level (when `n>0`)

Description

Return the instantaneous level of the digital pulse inputs.

```
pc1,pc2 = dpc.rst()  
pc = dpc.rst(n) v3.00
```

Digital pulse reset

Parameters

- **n**: Which input - 1 or 2

Returns

- **pc1**: Pulse count 1 before reset
- **pc2**: Pulse count 2 before reset
- **pc**: Pulse count (when n>0)

Description

Reset digital pulse counts (and enables).

```
pc1,pc2 = dpc.val()  
pc = dpc.val(n) v3.00
```

Digital pulse get value

Parameters

- **n**: Which input - 1 or 2

Returns

- **pc1**: Pulse count 1
- **pc2**: Pulse count 2
- **pc**: Pulse count (when n>0)

Description

Query the pulse count values.

Library `evt` : Event Library

```
evt.en(evts)
evt.dis(evts)
```

Event enable or disable

Parameters

- `evts`: Event name strings

Returns

None

Description

Enable or disable event callbacks.

A group of the events are always enabled, and cannot be disabled.

```
evt.en('onDevRx,onPL1')
```

```
evt.lsig()
```

Event signal

Parameters

None

Returns

None

Description

Signal the event loop.

It is important that the main Lua Loop Task is asleep for most of its life. The `evt.lsig()` can be called from an event callback function to wake up a sleeping loop process.



If you use the `coro` library, do NOT use `evt.lwait` or `evt.lsig` (they are used by the library internally)

ok = evt.lwait([timeout])

Event wait

Parameters

- `timeout`: Number of milliseconds to wait. If NIL, then waits forever.
- `ok`: True if signalled. False if timed-out

Description

Wait for the signal from the event callbacks.

It is important for power-consumption that the main Lua Loop Task is asleep for most of its life. The `evt.lsig()` can be called from an event callback function to wake up a sleeping loop process that has called `evt.lwait()`



If you use the [coro](#) library, do NOT use `evt.lwait` or `evt.lsig` (they are used by the library internally)

evt.sig(evts)

Event signal trigger

Parameters

- `evts`: Event name strings

Returns

None

Description

Trigger a callback (for testing and development).

Event Callback Functions

Event callbacks are run in a separate Lua Events Task inside the rt.buffer. To make use of a callback, you must declare a function within the App, and enable the named function with `evt.en(...)`

The callbacks are passed three parameters:

```
function eventcallbackname(name, idx)
```

Event callback function

Parameters

- **name**: Event name, e.g. "onSec"
- **idx**: Event index number, 1-32

Returns

None expected

Event Callback Names

- For time-based callback events, use the job library.
- Always enabled
 - `onMag` magnet is closed (default is `iot._onMag`)
 - `onMagOff` magnet is released
 - `onConfig` configuration change occurred
 - `onEngCon` engineer port is connected or disconnected
 - `onDevCon` device port is connected or disconnected
 - `onUnload` called when the script is being unloaded ^{v1.00}
- Require enabling
 - `onEngCts` Engineer CTS line changed
 - `onDevCts` Device CTS line changed
 - `onEngRx` data is being received
 - `onDevRx` data is being received
 - `onPL1` digital pulse input 1 is low
 - `onPL2` digital pulse input 2 is low
 - `onPH1` digital pulse input 1 is high
 - `onPH2` digital pulse input 2 is high



Note that some of the events (like the digital pulse events) will dramatically increase power consumption if used with high-frequency devices.

i.e. do not enable the pulse events unless they will occur relatively infrequently (e.g. door closure contacts, etc)

Event Callback Examples

```
function onMag()  
  -- Magnet triggered!  
  iot._onMag() -- call the original default  
  -- Do some other things  
end  
  
function onDevCon(n,idx,v)  
  if ser.dev():okr()  
  then  
    -- connected!  
  else  
    -- disconnected :-(  
  end  
end  
  
evt.en('onMag,onDevCon') -- enable these two (onMag already on)
```

Library `fc` : File Controls

```
name = fc.add(filename, ext1, [ext2...])
```

File add extension

Parameters

- `filename`: Base filename
- `ext1`: Extension to add
- `ext2`: ...More extensions (if required)

Returns

- `name`: Full filename

Description

Add extension(s) to filename (dots not required)

```
nb = fc.append(fhandle, filename, [txt])
```

File append contents

Parameters

- `fhandle`: File handle
- `filename`: Filename of existing file to append to fhandle
- `txt`: optional string to add after the file is appended

Returns

- `nb`: Number of bytes added to fhandle

Description

Writes the contents of filename to the filehandle (at the current position).

```
nb = fc.cache([blocks, [mode]]) v1.00-2.xx
```

File set cache

Parameters

- **blocks**: Number of blocks (2112byte) cache to assign
- **mode**: Cache mode string:
 - 'r' = Read,
 - 'w' = Write-back,
 - 't' = Write-Thru

Returns

- **nb**: Number of bytes allocated to the cache

Description

Sets up the file system cache.



'w' is the mode usually required where data is lazy written to the volume.

The default is a single block of write-back cache to speed up writing.

i.e. `fc.cache(1, 'w')`



Memory is taken from the Lua memory area.

```
fc.chkupd() v1.00
```

File check update

Parameters

None

Returns

None

Description

Triggers a check on the config.txt and Lua App files.

`fc.clean([blocks, [sectors]])` ^{v1.00}

File clean flash

Parameters

- `blocks`: =2 (optional) Number of flash blocks to clean
- `sectors`: =0 (optional) Number of sectors

Returns

None

Description

Prepare the flash file system for faster writing. The call does internal housekeeping to free up the requested number of blocks/sectors.



This is helpful when you expect a large file write to take place that must occur without stopping.

```
fc.clean(2, 0) -- make space for about 200k
```

`ok = fc.copy(fname, tname)` ^{v1.00}

File copy

Parameters

- `fname`: Source file name
- `tname`: Target file name

Returns

- `ok`: True if copied

Description

Copies a file.

```
fc,fs = fc.del([compare], dirpattern, [isdir], [UTCfrom, [UTCto]],  
[function])
```

File delete

Parameters

compare: dirpattern: isdir: UTCfrom: UTCto:

- **function**: Same structure as fc.find

Returns

- **fc**: filecount
- **fs**: filesize (if isdir==false)

Description

Deletes selected files from the directory.

```
ext,name = fc.ext(filename)
```

File split extension

Parameters

- **filename**: Full filename string

Returns

- **ext**: Extension (without the dot)
- **name**: Filename

Description

Remove first extension from filename (without the dot).

```
n = fc.find([compare], dirpattern, [isdir], [UTCfrom, [UTCto]],
[function])
```

File find

Parameters

- **compare**: How to compare the files '=' first file that matches (default) '==' last file that matches '!' first file that does not match '!!' last file that does not match
- **dirpattern**: Filename and pattern, e.g. '/Send/*.txt'
- **isdir**: boolean. Set to true to find directories rather than files. (Files are default) UTCfrom:
- **UTCto**: Also adds file's modified time to comparison, such that:
UTCfrom ≤ filemtime < UTCto
- **function**: optional Lua function that's called for each found file (to allow for moving, table creation, etc)

Returns

- **n**: Filename of found file

Description

Finds the file or directory in directory that conforms to the wildcard pattern.

```
ok = fc.js() v3.00
```

Journalling supported

Parameters

None

Returns

- **ok**: True if journalling supported

Description

Checks whether the internal file system supports journalling.


```
ok, res... = fc.jx(fn, ...) v3.00
```

Execute with `journaling`

Parameters

- `fn`: Function to call
- `...`: Parameter list

Returns

- `ok`: True if ok
- `res`: Results (depending on `fn` return values)

Description

Calls a function `fn` with `journaling` begin/end.



This is an advanced function to support special cases. Normally, the default operation will be perfectly fine.

```
ok = fc.lv(fhandle, luavnames, [txt])
```

File write Lua value tree

Parameters

- `fhandle`: File handle
- `luavnames`: Lua value names
- `txt`: optional string to append after the list

Returns

- `ok`: True if evaluated some Lua values

Description

Outputs the Lua value trees to the filehandle.

(Same syntax as the `USB LV` command)

If `txt` is assigned, also writes this afterwards.

```
fc.lv(fh, 'c,i', '\r\n')
```

```
fn = fc.mdf(dir, name)
```

File join dir and file

Parameters

- `dir`: Directory path
- `name`: Filename

Returns

- `fn`: Full directory + filename

Description

Join directory + filename.

```
ok,rc = fc.mkd(dir)
```

File make directory

Parameters

- `dir`: Directory to create

Returns

- `ok`: True if success
- `rc`: Internal result code

Description

Create a directory, and all sublevels if required.

```
ok,rc = fc.rmd(dir)
```

File remove directory

Parameters

- `dir`: Directory to remove

Returns

- `ok`: True if success
- `rc`: Internal result code

Description

Remove a directory and all contents (can take a long time to run if there are lots of contents).

```
dir,name = fc.sdf(filename)
```

File split dir and file

Parameters

- `filename`: Full filename

Returns

- `dir`: Directory path
- `name`: Just filename and extensions

Description

Separate directory and filename.

```
fc.sfwm(safe) v1.00-2.xx
```

```
fc.sfwm(mode)
```

File set file write mode

Parameters

- `safe`: Boolean.
true = safe and slow
false = medium
- `mode`: Mode string. 'fast', 'med', 'safe'

Returns

None

Description

Scannex debug facility to set the file volume's file write mode.

The default mode is `safe`.



Do not use this unless necessary! Using non-safe file system could corrupt data!

fc.sync() v1.00

File sync to flash

Parameters

None

Returns

None

Description

Scannex debug facility to synchronise and flush the NAND file system.

utc = fc.utc(filename)

File get UTC creation

Parameters

- **filename**: Filename of existing file

Returns

- **utc**: Integer UTC file creation time.

Description

Returns the creation date of the filename or directory.

```
local s = utc.txt( fc.utc('/Config/config.txt') )
```

```
ok = fc.wc(filename, pattern)
```

File wildcard compare

Parameters

- **filename**: Filename to compare against
- **pattern**: Wildcard pattern

Returns

- **ok**: true if filename matches the pattern

Description

Does a wildcard compare.

Library `float` : Floating Point Utilities

The `float` library provides conversion between Lua's numbers and IEEE-754 binary representations. Both single precision (32-bit) and double precision (64-bit) numbers are supported, in integer and ASCII formats.



Be aware that converting from single to double, and vice-versa, can introduce apparent 'errors'. There are helpful articles on the Internet that highlight the technical reasons why this happens. Lua is double-precision (64-bit) internally.

```
iv = float.d2v(fp)
```

Double to integer

Parameters

- `fp`: Floating point that needs converting

Returns

- `iv`: Integer 64-bit IEEE-754

```
ah = float.d2x(fp)
```

Double to hex

Parameters

- `fp`: Floating point that needs converting

Returns

- `ah`: ASCII-Hex representation of 64-bit IEEE-754

Description

Convert from Lua number to 64-bit float

```
iv = float.f2v(fv)
```

Float to integer value

Parameters

- **fv**: Floating point that needs converting

Returns

- **iv**: Integer 32-bit IEEE-754

Description

Convert from Lua number to 32-bit integer

```
ah = float.f2x(fv)
```

Float to hex

Parameters

- **fv**: Floating point that needs converting

Returns

- **ah**: ASCII-Hex representation of 32-bit IEEE-754

Description

Convert from Lua number to 32-bit ASCII-hex float

```
mpco = float.mpc(tx, ty) v2.00
```

Create multi-point-conversion object

Parameters

- **tx**: Table of x-values
- **ty**: Table of y-values

Returns

- **mpco**: Multi-Point-Conversion object

Description

Creates a new MPC object that can be called to perform a conversion.

See: [\[mpco:y\]](#)



Stores the **tx** and **ty** in a memory-efficient C structure in the Lua RAM area.



Use [float.rf](#) or [float.rd](#) to load raw IEEE values from a file.

```
polyo = float.poly(m0,m1,m2...) v2.00
```

Calculate n-order polynomial object

Parameters

- `m0,m1,m2...`: polynomial multipliers

Returns

- `polyo`: Polynomial-Conversion object

Description

Creates a new polynomial object that can be called to perform a conversion. You can use any number of values.

e.g. `float.poly(5, 0.5, 0.1) = 5 + 0.5x + 0.1x^2`

See: [\[polyo:y\]](#)



Stores the values in a memory-efficient C structure in the Lua RAM area.

```
t = float.rf(fh, n) v2.00
```

```
t = float.rd(fh, n) v2.00
```

Read floats/doubles from file

Parameters

- `fh`: File handle
- `n`: Number of values to read

Returns

- `t`: Table of floating numbers

Description

Reads raw IEEE single float 4-byte (`rf`) or double float 8-byte (``rd'`) into a table.


```
fp = float.v2d(iv)
```

Integer to double

Parameters

- **iv**: Integer 64-bit IEEE-754 value

Returns

- **fp**: Floating point value

```
fp = float.v2f(iv)
```

Integer value to float

Parameters

- **iv**: Integer 32-bit IEEE-754 value

Returns

- **fp**: Floating point value

Description

Convert from 32-bit integer to Lua number

```
n = float.wf(fh, t) v2.00
```

```
n = float.wd(fh, t) v2.00
```

Write floats/doubles to file

Parameters

- **fh**: File handle
- **t**: Table of numbers

Returns

- **n**: Count of values written

Description

Writes raw IEEE single float 4-byte (**wf**) or double float 8-byte (**`wd'**) into a file.

```
fp = float.x2d(ah)
```

Hex to double

Parameters

- **ah**: ASCII-Hex 64-bit string

Returns

- **fp**: Floating point value

Description

Convert from 64-bit ASCII-hex float to Lua number

```
fp = float.x2f(ah)
```

Hex to float

Parameters

- **ah**: ASCII-Hex 32-bit string

Returns

- **fp**: Floating point value

Description

Convert from 32-bit ASCII-hex float to Lua number

```
yv = mpc:y(xv) v2.00
```

Multi-point - Convert from x to y

Parameters

- **mpco**: Multi-Point-Conversion Object (returned from `[float.mpc]`)
- **xv**: X-value to convert

Returns

- **yv**: Y-value conversion

Description

Finds the pair of X-values that **xv** is within, and performs linear slope conversion to find **yv**.



Returns nil if **xv** is out-of-bounds.



Uses the **tx** and **ty** tables passed to `[float.mpc]`.

```

local m = float.mpc( {10,20,30}, {100,200,300} )
local y = m:y(15) -- > 150
local y = m:y(1) -- > nil
local y = m:y(301) -- > nil

```

```

yv = polyo:y(xv) v2.00

```

Polynomial - convert x to y

Parameters

- **polyo**: Polynomial-Conversion Object (returned from [[float.poly](#)])
- **xv**: X-value to convert

Returns

- **yv**: Y-value conversion

Description

Performs the n-order polynomial conversion of **xv**

```

local p = float.poly(5, 1, 0.5, 0.01) -- 5 + x + 0.5x^2 + 0.01x^3
local y = p:y(123) -- > 26301.17

```

Library `hash` : Hash Calculations

Performs MD5, SHA1, SHA256, and HMAC-SHA256 hash functions of text or file contents.

```
hv = hash.md5(txt)
hv = hash.sha1(txt)
hv = hash.sha256(txt)
hv = hash.hmac256(txt, secret) v3.00
```

Hash string immediately

Parameters

- `txt`: String to hash
- `secret`: Secret string for HMAC-SHA-256 ^{v3.00}

Description

Calculate hash of direct string

```
ht = hash.new(method, secret)
```

Create new hash object

Parameters

- `method`: Which hash = `'sha1'`, `'sha224'`, `'sha256'`, `'md5'`, `'hmac256'`
- `secret`: Secret string for `hmac256`

Returns

- `ht`: Hash table structure

```
ha = hash.txt(hv, [gap])
```

Convert hash value to text

Parameters

- **hv**: Hash Value, as returned from `ht:fin()`
- **gap**: optional gap string. Default is a colon ':'

Returns

- **ha**: ASCII representation

Description

Convert hash value into a human-readable format.

```
hv = hash.val(ha)
```

Convert hash string to value

Parameters

- **ha**: ASCII representation of hash (non-hex digits are ignored)

Returns

- **hv**: Hash Value.

Description

Converts ASCII hex to string

```
hv = ht:fin()
```

Hash finalise

Description

Produces hash value.



Use `hash.txt(hv)` to convert to ASCII

```
ht:upd(txt)
ht:upd(fileobject, [length])
```

Hash update

Description

Updates the hash with text or file contents

Hash Table Structure

The hash table is returned from a call to `hash.new`.



There should not be any real need to use the table directly in an app.

- `m` = Method (1, 5, 224, 256, -256 = HMAC-SHA-256)
- `c` = Context for hash (opaque internal value)
- `b` = Number of bytes processed
- `op` = OPAD for HMAC-SHA-256

```
local h = hash.new('sha1')
h:upd('Testing')
local v = h.b -- should be 7
```

Library `hydrins` : HydrINS Support

```
res, txt = hydrins.cmd(cp, cmdtxt, [timeout])
```

Send command to HydrINS

Parameters

- `cp`: Com Port Object
- `cmdtxt`: The command to send (# is not required)
- `timeout`: Timeout in milliseconds

Returns

- `res`: True if ACK'd by the HydrINS
- `txt`: Response string

Description

Send a command to HydrINS.

```
...
if hydrins.wake(dp, 10, 20)
then
  hydrins.cmd(dp, '086;966')
end
```

```
ht = hydrins.parse(txt)
ht = hydrins.parse(txt, [prm]) v2.00
```

HydrINS parse text

Parameters

- `txt`: The received HydrINS data. MUST include the 6-byte binary header. The "W" wakeup character is optional.
- `prm`: The #086 value. When present, parses HydrINS v1 format.

Returns

- `ht`: HydrINS table as described

Description

Parse a HydrINS line into a table.

```
res = hydrins.run(cp)
```

Tell HydrINS to run

Parameters

- `cp`: Com Port Object

Returns

- `res`: True if ACK'd

Description

Issues the #028 command to put into run mode.

Short-hand for:

```
hydrins.run(cp, '028')
```

```
ht = hydrins.rx(cp, [timeout])
ht = hydrins.rx(cp, [timeout], [prm]) v2.00
```

HydrINS receive

Parameters

- `cp`: Com Port Object (as returned by `ser.dev()`)
- `timeout`: Optional timeout, in milliseconds
- `prm`: The #086 value. When present, parses HydrINS v1 format.

Returns

- `ht`: HydrINS table of values, or NIL if not received

Description

Read and parse a HydrINS record from the Com Port.


```
res = hydrins.wake(cp, [delaysec, [trysec]])
```

Wake up HydrINS

Parameters

- **cp**: Com Port Object
- **delaysec**: Number of seconds to delay before starting (default 0)
- **trysec**: Number of seconds to keep trying (default 130s)

Returns

- **res**: True if successfully woke up the HydrINS into command mode and received an ACK.

Description

Try and wake up the HydrINS.



You can make use of the `ht.cycle` value to work out a suitable combination of `delaysec` + `trysec`:

```
local ht = hydrins.rx(dp)
...
if ht
then
  if hydrins.wake(dp, ht.cycle-2, 4) -- 2s before next cycle
end
```

Hydrins Table ht

- `ht.ver` = Hydrins version (1, 2 or 2.1)
- `ht.params` = Parameters 16-bit field
- `ht.alarms` = Alarms 16-bit field
- `ht.cycle` = Cycle time, in seconds
- `ht.tests` = Self tests 16-bit field (for Hydrins 2.1)
- `ht.water` = True if in water
- `ht.air` = True if in air
- `ht.PULSES` = HydrINS pulse count value
- `ht.VPAV` / `.VPAVu`
- `ht.SPv` / `.SPVu`
- `ht.VMAV` / `.VAMVu`
- `ht.SMv` / `.SMVu`
- `ht.FAV` / `.FAVu`
- `ht.SVg` / `.SVGu`
- `ht.TOTp` / `.TOTpu`
- `ht.TOTm` / `.TOTmu`
- `ht.TOTn` / `.TOTnu`
 - For each, there is a value and optional units. i.e. `ht.TOTm` is the value, and `ht.TOTmu` is the unit string.
- `ht.B1p` = Battery 1 percentage
- `ht.B1v` = Battery 1 voltage (if present)
- `ht.B2p` = Battery 2 percentage (if present)
- `ht.B2v` = Battery 2 voltage (if present)
- `ht.BU` = Batteries used (if present)
- `ht.BF` = Batteries fitted (if present)
- `ht.TEMP` / `ht.TEMPu` = temperature & units (for Hydrins 2.1 if enabled)
- `ht.NAMUR` = (for Hydrins 2.1 if enabled)

Library `iot` : Internet Of Things

The `iot` library provides utilities for sending data via FTP, and FTPS to the central IOT server.

- FTP default port is 21;
- FTPS (**implicit** TLS/SSL) default port is 990.
- *You can override the port number with the standard `:xxx` in the URL.*

```
txt = iot.abort([reasons])
```

IoT abort modem requests

Parameters

- `reasons`: String containing text (as in `iot.go`)

Returns

- `txt`: String representation of reasons that are still outstanding.

Description

Cancel the modem requests.



Use with CAUTION. You may prevent the `rt.buffer` from ever connecting to the IoT server!

```
iot.aup()
```

IoT abort user process

Parameters

None

Returns

None

Description

Abort the User Process (if active).

```
ok = iot.cert(cafile, [certfile, keyfile]) v1.00
ok = iot.cert([use])
```

IoT set PKI certificate

Parameters

- **cafile**: Local filename of the CA.pem file
- **certfile**: (optional) Local filename of the client certificate
- **keyfile**: (optional) Local filename of the matching client private key
- **use**: Passing 'false' will erase the CA, cert, and key

Returns

- **ok**: If successful

Description

Copies the local file to the modem for use as a CA certificate check, and optionally uploads the client certificate and key.

(Can only be called within the context of the modem task.)

```
iot.cert('/config/ca.pem')
iot.cert('/config/ca.pem', '/config/client.pem', '/config/client.key')
iot.cert(false) -- stop using CA/Cert/Key
```

iot.cho()

IoT clear hold off

Parameters

None

Returns

None

Description

Clear hold off.



Use this sparingly to avoid over-use of modem.

ok = iot.diag([target], [opts])

Send diagnostics info to IoT server

Parameters

- **target**: Optional target filename
- **opts**: String containing options of what is to be sent:
 - 'info' = Information tree
 - 'config' = Configuration tree
 - 'app' = Lua App source code

Returns

- **ok**: Whether ok

Description

Sends the diagnostics dump to the IoT server.

```
iot.diag() -- everything
iot.diag('my-file.diag')
iot.diag(_, 'config app') -- not info
```

ok = iot.dorun()

IoT allowed to run

Parameters

None

Returns

- **ok**: Whether modem can still remain online

Description

Check whether we should still be online, or whether we are about to hangup.

```
txt = iot.flg()
```

Get IoT reason string

Parameters

None

Returns

- `txt`: String containing the outstanding reasons for connecting to IoT

Description

Returns a string compatible with `iot.go` values.

```
ht = iot.gho()
```

IoT get hold off

Parameters

none

Returns

- `ht`: The hold-off time in seconds

Description

Return the current hold off time, in seconds

```
iot.go([reasons])
```

Trigger IoT connection

Parameters

- `reasons`: optional reasons for triggering IoT
 - 'info' = perform cellular survey ^{v1.01}
 - 'data' = send data
 - 'update' = perform update process
 - 'time' = synchronise time
 - 'ntp' = (same as 'time')
 - 'user' = perform user actions (like magnet)
 - 'term' = connect terminal OTA ^{v1.10}
 - 'toa' = connect terminal OTA ^{v1.10}
 - 'test' = test delivery
 - 'diag' = send diag on update ^{v3.00}
 - 'sms' = SMS transmission ^{v1.10}
 - 'data time update' = default options

Returns

None

Description

Trigger connect and send.



The survey results are saved in `/Logs/cellinfo.txt`. This process may take between 2 and 5 minutes (perhaps longer if there is no SIM installed).



The modem may be in a 'hold-off' period, but will connect when that period expires.

```
iot.hum([kill])
```

IoT hang up modem

Parameters

- `kill`: true to perform nasty, immediate, power kill.

Returns

None

Description

Hang up the modem. Without the 'kill' option, the modem handler will let all tasks close down gracefully.

With the `kill` option, the modem power is cut immediately, and it can take a few minutes for the modem handler to timeout and clean up.

```
stop = iot.isf(name)
```

IoT is there a stop file

Parameters

- `name`: Root name of the file to look for

Returns

- `stop`: True if there is a '.stop'

Description

Check whether there's a request to stop from the IoT server.

If found, the file is deleted from the server.

```
local stp = iot.isf('mine') -- looks for 'mine.{i.rt_sn}.stop'
```

```
fc,fs = iot.send(srcptn, [options, [arch]])
```

Send files to IoT server

Parameters

- **srcptn**: File path pattern (wildcarded) for choosing what to send
- **options**: optional overrides for the transfers
 - ' ' = send plain
 - 'tfr' = use temp-file-rename process
 - 'gz' = use .gz compression
 - 'zlib' = use .zlib stream compression
 - _ (NIL/not present) = send using tfr + gz
- **arch**: Whether to archive the file when sent (default = true)

Returns

- **fc**: Count of files sent
- **fs**: Number of bytes sent

Description

Transfer files from the rt.buffer directory area that match the filename pattern.

Copies according to source ASCII-sort name.

- **MUST** only be called within the context of the modem process, within the `iotData` callback function.

```
iot.send('/Send/*.mine.txt')
iot.send('/Send/*.more.dat', ' ') -- no compression, direct
```


iot.set(uri)

Set IoT server URL

Parameters

- `uri`: Absolute or relative URL for the server

Returns

None

Description

Sets the address relative to the previous call to `iot.set` (i.e. appends this path to the previous full URL).

```
iot.set('ftp://user:pass@ftp.scannex.com:21/target')  
-- or --  
iot.set('/NewDirectory/Here')
```

Uses the scheme and server details from the previous call to `iot.set`

```
iot.set('Relative/Path/Here')
```

This function makes use of [\[rt.exp\]](#) to provide for Lua variable expansion:

```
-- include the Site Name and Serial Number:  
iot.set('Relative/Path/{c.site_name}-{i.rt_sn}')
```

See [\[rt.exp\]](#) for details on the expansion mechanism.

iot.sho(value)

IoT set modem hold off

Parameters

- **value**: The hold off time required in seconds.

Returns

None

Description

Set modem hold off. Only applies if the current hold off is less than value.

Default Functions

function iot._test

IoT default test callback

Description

Default IoT Test function. Effectively:

```
function iot._data()  
  iot.set(c.iot_data)  
  iot.send('/Config/*.tst')  
end
```

function iot._onJob11

IoT default Job11 callback

Description

Default onJob11 function. Effectively:

```
function iot._onJob11()  
  iot.go('update time')  
end
```

function iot._onJob12

IoT default Job12 callback

Description

Default onJob12 function. Effectively:

```
function iot._onJob12()  
  smp.cut()  
  iot.go('data')  
end
```

function iot._data

IoT default data callback

Description

Default IoT Data function. Effectively:

```
function iot._data()  
  iot.set(c.iot_data)  
  iot.send('/Send/*')  
end
```

function iot._user

IoT default user callback

Description

Default IoT User function.

function iot._onMag

IoT default magnet callback

Description

Default Magnet event handler. Effectively:

```
function iot._onMag()  
  iot.go('user update')  
  iot.cho()  
end
```

IoT Callbacks

```
function iotData()
```

IoT data callback

Description

Called when the rt.buffer should send data to the central server.

If this function is not defined, then all files within the /Send directory are sent.

- Within this callback you should make use of iot.set and iot.send (and not much else).

```
function iotData()  
  iot.send('/Send/*.dat')  
  iot.set('Another/Path')  
  iot.send('/Send/*.csv')  
end
```

```
function iotTest()
```

IoT test callback

Description

Called when the rt.buffer should send test file(s) to the central server.

If this function is not defined, then all *.tst files in /Config directory are sent, and not archived.

```
function iotUpd()
```

IoT update callback

Description

Called within the context of the Update mechanism.

This Lua callback occurs *after* the firmware has performed its processes.

function iotUser()

IoT user callback

Description

Called when the `rt.buffer` should perform the user interaction (e.g. when the magnet is triggered).

The default function repeatedly sends a diagnostic dump to 'user.SERIAL.txt' in the `c.iot_user` directory (which is the `c.iot_url` by default). It checks for a 'user.SERIAL.stop' file - if this exists it will delete the file on the server and quit the loop. Otherwise, it will pause 15s, and loop.

The pause can be set with `c.user_ins`, and the total loop time set with `c.user_onm`.

Something like this:

```
function iotUser()
  local et = (c.user_onm or 2) * 60 + i.rt_alv
  local iv = (c.user_ins or 15)
  while (i.rt_alv < et) and iot.dorun()
  do
    iot.diag( rt.exp('user.{i.rt_sn}.txt'), 'config info' )
    if iot.isf('user') then break end
    rt.ms(1000 * iv)
  end
end
```

Library job : Job Scheduler

The job scheduler provides an efficient mechanism to handle repeat events like sampling, triggering delivery etc.

There are 12 jobs, and each job can have up to 8 time slots (so that different times of the day, and/or days of the week, can have different frequencies).

When the job needs running, the Lua Event Task will execute onJob#. e.g. Job 1 will execute the Lua callback function onJob1.

Job12 is reserved for the Data Delivery schedule, and defaults to 23:00:00 each day.

Job11 is reserved for the Update mechanism schedule, and defaults to 23:00:00 each day.

Job Schedule Strings

The rt.buffer has a flexible job scheduler that is used throughout the firmware. There are up to twelve jobs that can be used for different purposes (e.g. deliver data; contact update server). Each job can have eight different time slots (e.g. for different times throughout the week).

A schedule is programmed with a string that has the following structure:

- The primary value is the interval (default is 24 hours)
 - 00:00:15 = every 15 seconds
- The @ specifies a time range (default start time is 00:00:00, and default end time is 24:00:00)
 - @23:00 = at (or from) 11 pm
 - @6:00-23:30 = between 6:00am (inclusive) and 11:30pm.
- The # specifies the day bit-field
 - Where: 1 = Sunday, 2 = Monday, 4 = Tuesday, 8 = Wednesday, 16 = Thursday, 32 = Friday, 64 = Saturday
 - #62 = weekdays
 - #65 = weekends
 - #d = weekdays, Mon-Fri
 - #e = weekends, Sat+Sun
 - #a = all days (#127)
- A comma (,) separates the entries



The end time is *exclusive*. So, for example, `2:00@12:00-18:00` will fire at 12:00, 14:00, and 16:00 only. This method allows for clarity when changing the interval, say to `0:00:01`.

Schedule Examples

- `00:00:30@8-18, 00:05:00`
 - every 30s between 8am and 6pm, and 5 minutes outside those times
- `00:00:30@8-18#2,00:00:45@8-18#60,00:05:00`
 - every 30s between 8am and 6pm on Monday; every 45s between 8am and 6pm on Tue-Fri, and 5 minutes otherwise.
- `4@8-18,12`
 - every 4 hours between 8am and 8pm, and every 12hrs otherwise (00:00:00 & 12:00:00)
- `@12:30`
 - an event that occurs each day at 12:30pm

Scheduled Jobs

```
job.set(jobn, txt, [variance])
```

Set job schedule

Parameters

- `jobn`: Job number, 1-12
- `txt`: The job schedule string
- `variance`: Set to true to apply delivery variance to the schedule.

Returns

None

Description

Sets the parameters for a job. Not all parameters are required for an entry, and you may have up to 8 time slots defined for each job. Spaces are optional, as are leading zeroes.


```
txt,var = job.txt(jobn)
```

Get job schedule

Parameters

- **jobn**: Job number, 1-12

Returns

- **txt**: Job schedule string (long-hand format)
- **var**: Whether variance applied

Description

Returns the textual representation and whether variance is applied for the job.

```
var = job.var(jobn, [variance])
```

Set or get job variance

Parameters

- **jobn**: Job number, 1-12
- **variance**: If present, sets the variance flag for the job

Returns

- **var**: Whether variance is applied on this schedule.

Description

Sets or queries the variance flag for a job.

Scheduled Job Callbacks

```
function onJob##(jobn, utc, utcj)
```

Job callback prototype

Parameters

- **jobn**: The job number, 1-12
- **utc**: The actual UTC time value. Note that this may be slightly behind the current UTC time if there has been a backlog of jobs.
- **utcj**: The UTC the job sees (if variance is applied)

Returns

None

Description

This is the function prototype of the job callback, i.e. for onJob1 etc.

The function name should match the job number:

```
function onJob1(n, u, j)
  -- n = 1
  -- u + j = time
  -- do stuff here...
end
```

However, with Lua, the following is also possible:

```
function Foo(n,u,j)
  -- stuff
end

onJob1 = Foo
onJob2 = Foo
```

UTC Based Jobs

The UTC based jobs are useful for one-time events that need to occur at a certain time, such as triggering a rendezvous to base at a certain time.

There are 16 UTC slots that can be used.

```
job.utc(jobu, utc)
```

Set a UTC based job

Parameters

- **jobu**: Job number, 1-16
- **utc**: Time the job should run

Returns

None

Description

Sets the Job UTC slot to the UTC time provided

Calls the function defined for the job number:

```
onJobU##( ) ①
```

① where '##' is the jobu number

```
function onJobU5()
-- do something
end

job.utc(5, utc.cvt('2017-09-01 16:00'))
```

```
jobu = job.utc(utc, function)
```

Set a UTC based job function

Parameters

- **utc**: Time the job should run
- **function**: Lua function that is called at utc

Returns

- **jobu**: The job number assigned, or NIL if no free jobs

Description

Find a spare UTC job slot, and glue the supplied function to the onJobUxx event

e.g. Assuming slot 5 is free, the function will be linked to onJobU5. On execution, the onJobU5 function is unlinked, and therefore the function originally provided may be garbage-collected (i.e. if it was an unnamed function).

```
job.utc(os.time()+120, function() --[[ do stuff ]]- end)
job.utc(os.time()+120, MySpecialFunction)
```

```
utc,tmp = job.utc(jobu)
```

Query UTC job slot

Parameters

- **jobu**: Job number, 1-16

Returns

- **utc**: The time the job is scheduled for, or NIL if blank.
- **tmp**: True if the job is a temporary one (see [\[job.utc\]\(utc, function\)](#))

Description

Query Job UTC slot number.

UTC Based Job Callbacks

```
function onJobU##()
```

UTC Job callback prototype

Parameters

None

Returns

None

Description

Called when the UTC job runs.

e.g.

```
function onJobU4()  
  -- do something  
end
```



The name of the function must match the UTC job number, 1-16

Library `kvc` : Key Value Container

The `kvc` library can be used to save Lua RAM for sets of values. It uses the same internals as the `c` configuration tree.

```
nb = kvco:_size v2.00
```

Query KVC object byte size

Parameters

None

Returns

- `nb`: Number of bytes.

Description

The total number of bytes in the data area of the `kvco` object.



Not a function, but a pseudo variable.

```
nb = kvco:_free v2.00
```

Query KVC object free bytes

Parameters

None

Returns

- `nb`: Number of bytes.

Description

Returns the number of bytes free in the data area of the `kvco` object.



Not a function, but a pseudo variable.

```
ni = kvco:_freei v2.00
```

Query KVC object free index entries

Parameters

None

Returns

- `ni`: Number of index entries free

Description

Returns the number of index entries free in the `kvco` object.



Not a function, but a pseudo variable.

```
nb = kvco:_sizei v2.00
```

Query KVC object index capacity

Parameters

None

Returns

- `nb`: Number of bytes.

Description

Returns the number of bytes used by the index area of the `kvco` object.



Not a function, but a pseudo variable.

```
ok = kvco:_load(filename,[clear]) v2.00
```

Load data from file to KVC object

Parameters

- **filename**: Name of the text file to load from
- **clear**: Whether to clear the kvco before loading (default=true)

Returns

- **ok**: If successful

Description

Loads the file into the **kvco** object.

```
ok = kvco:_save(filename) v2.00
```

Save data from KVC object to file

Parameters

- **filename**: Name of the text file to save to

Returns

- **ok**: If successful

Description

Saves the contents of the **kvco** object into the text file.

```
kvco = util.kvc(nb,ni) v2.00
```

Create new key-value container object

Parameters

- **nb**: Number of bytes for the data
- **ni**: Number of index entries

Returns

- **kvco**: KVC object

Description

Return a KVC object. RAM is taken from the Lua memory for the KVC object, the data area, and the index block.

RAM will be recovered during garbage collection when the **kvco** object becomes unused.

```
local k = util.kvc(2048,64)
k.my_value=1.234
k.my_setting='Test'
```


Library `modbus` : MODBUS functions

The MODBUS library provides raw frame transmission and reception, as well as a higher-level command processor that can frame and de-frame data.

Only supports MODBUS RTU on serial - either RS-232 or RS-485 (with an adapter).

```
rt,txt = modbus.cmd(cp, adr, fnc, [tfmt, ttab, [rfmt, ms]])
```

Send MODBUS command

Parameters

- `cp`: COM Port object
- `adr`: Slave address
- `fnc`: Function number
- `tfmt`: Transmit format string
- `ttab`: Transmit data table
- `rfmt`: Receive format string
- `ms`: Receive time out

Returns

- `rt`: Table of values (as specified by `rfmt`)
- `txt`: Remaining string (if any)

Description

Send a MODBUS RTU request, and read the reply.

The indexed table 'ttab' is used, along with `tfmt`, to create a data string that is passed to `modbus.tx`. The reply formatting is optional.

For example to write to register 1000:

```
modbus.cmd(dp, 1, 16, 'WWBW', {1000, 1, 2, 7878})
-- register 1000 will have 2 bytes written = 7878
```

`Modbus.rx` is called, and any reply is pulled apart using the `rfmt` specifiers to create a list of results.

For example, the Read Holding Registers (0x03) function will return a byte-count, followed by $n \times$ 16-bit values (`rfmt` = 'BWWW' for 3 values):



Use `modbus.rhr` for Read Holding Registers. This example provided for instruction only.

```
t = modbus.cmd(dp, 1, 3, 'WW', {2, 3}, 'BWWW')
if t
then
  -- t[1] = Number of bytes
  -- t[2] = register 0002
  -- t[3] = register 0003
  -- t[4] = register 0004
  reg1, reg2, reg3 = unpack(t)
end
```



Note the use of Lua's `unpack(t)` to turn a table into a list of values.

```
tab = modbus.fs2t(tfmt, txt) v1.00
```

Unpack string to table

Parameters

- `tfmt`: Format string
- `txt`: Binary block of ModBus data to unpack

Returns

- `tab`: Lua table of values

Description

Utility function (used by `modbus.cmd` etc) to unpack a binary block received by ModBus and convert to a table of values.

```
txt = modbus.ft2s(tfmt, ttab) v1.00
```

Pack table to string

Parameters

- **tfmt**: Format string
- **ttab**: Table of values to pack

Returns

- **txt**: ModBus packed block to send

Description

Utility function (used by modbus.cmd etc) to pack a set of values into a binary string block ready to send.

```
modbus.rdi(cp, adr, fc, nc, [ms]) v1.30
```

Read discrete inputs

Parameters

- **cp**: COM Port object
- **adr**: Slave address
- **fc**: First coil to read
- **nc**: Number of coils to read
- **ms**: Receive time out

Returns

- **tab**: Table of booleans (one for each input)
- **err**: ModBus error

Description

Read discrete inputs (function 02)

```
tab = modbus.rhr(cp, adr, regs, regc, [rfmt, [ms]]) v1.00
```

Read MODBUS holding registers

Parameters

- **cp**: COM Port object
- **adr**: Slave address
- **regs**: First register to read
- **regc**: Count of registers to read
- **rfmt**: Receive format string
- **ms**: Receive time out

Returns

- **tab**: Table of values

Description

Wrapper function for `modbus.cmd` that performs a ModBus **Read Holding Registers** (3_{dec} / $0x03$) function.

```
local t = modbus.rhr(dp, 1, 28, 6, 'W+') -- read DVP readings
```

```
tab = modbus.rir(cp, adr, regs, regc, [rfmt, [ms]]) v1.30
```

Read input registers

Parameters

- **cp**: COM Port object
- **adr**: Slave address
- **regs**: First register to read
- **regc**: Count of registers to read
- **rfmt**: Receive format string
- **ms**: Receive time out

Returns

- **tab**: Table of values

Description

Read Input Registers (function 04).



Same format as `modbus.rhr` function 03.

```
tab, err = modbus.rmc(cp, adr, fc, nc, [ms]) v1.30
```

Read multiple coils

Parameters

- **cp**: COM Port object
- **adr**: Slave address
- **fc**: First coil to read
- **nc**: Number of coils to read
- **ms**: Receive time out

Returns

- **tab**: Table of booleans (one for each coil)
- **err**: ModBus error

Description

Read multiple coils (function 01)

```
dt, err = modbus.rsid(cp, adr, fmt, [ms]) v1.30
```

Read server ID

Parameters

- **cp**: COM Port object
- **adr**: Slave address
- **fmt**: In format string
- **ms**: Receive time out

Returns

- **dt**: Data table of results (or string if **fmt** not defined)
- **err**: ModBus error

Description

Read Server ID (function 17/0x11)

```
ok,adr,fnc,data = modbus.rx(cp, [ms])
```

Receive MODBUS RTU frame

Parameters

- **cp**: COM Port object
- **ms**: Optional timeout (default 250ms)

Returns

- **ok**: Whether the frame response is CRC'd ok
- **adr**: Address sent by the slave
- **fnc**: Function number sent by the slave
- **data**: String of remaining data (not including the CRC)

Description

Receive a MODBUS RTU frame.

```
modbus.set(cp, bps, [rs485])
```

Setup MODBUS on COM port

Parameters

- **cp**: COM Port object, e.g. from ser.dev()
- **bps**: Baud and Protocol string
- **rs485**: true or '485' = RS-485, false or '232'=RS-232

Returns

None

Description

Sets the baud-rate and protocol for the MODBUS.

```
local dp=ser.dev()
modbus.set(dp, '19200e8')
```

```
modbus.tx(cp, adr, fnc, d1, d2 )
modbus.tx(cp, adr, fnc, str)
```

Transmit MODBUS RTU frame

Parameters

- **cp**: COM Port object
- **adr**: Slave address 1-127
- **fnc**: Function number
- **d1,d2**: Data bytes
- **str**: String

Returns

None

Description

Sends a CRC'd MODBUS RTU frame on the COM port 'cp'.

```
modbus.tx(dp, 1,3, 0,1, 0,2) -- read two registers from reg 0001
```

```
tab,txt = modbus.wmr(cp, adr, regs, tfmt, ttab, [ms])
```

Write MODBUS multiple registers

Parameters

- **cp**: COM Port object
- **adr**: Slave address
- **regs**: First register to read
- **tfmt**: Transmit format string
- **ttab**: Transmit data table
- **ms**: Receive time out

Returns

- **tab**: Table of values returned (should be just start register and count)
- **txt**: Remaining string (if any)

Description

Wrapper function for modbus.cmd that performs a ModBus **Write Multiple Registers** (16_{dec} / 0x10) function.

```
modbus.wmr(dp,2,19, 'W', {5}) -- sets OverFLO average length=5
```

```
rt,txt=modbus.wsr(cp, adr, rno, rv, [ms]) v1.30
```

Write single register

Parameters

- **cp**: COM Port object
- **adr**: Slave address
- **rno**: Register Number
- **rv**: Register Value
- **ms**: Receive time out

Returns

- **rt**: Table of values (like `modbus.cmd`)
- **txt**: Remaining text, if any (like `modbus.cmd`)

Description

Write Single Register (function 06)

modbus.cmd `tfmt` & `rfmt` Format Strings

The format strings tell the command processor how to package data, and how to parse it.

- **B** = 8-bit unsigned byte
- **b** = 8-bit signed byte ^{v1.30}
- **C** = 8-bit character ^{v1.30}
- **W** = 16-bit unsigned word
- **w** = 16-bit signed byte ^{v1.30}
- **D** = 32-bit double unsigned word ^{v1.00}
- **d** = 32-bit double signed word ^{v1.30}
- **F** = 32-bit IEEE-754 floating point value ^{v1.00}
- **S** = string
- **SN** = string with length 'N' ^{v1.30}
- **+** = keep using the last parameter until no more data (only applicable at the end of the string) ^{v1.00}

Library `nmea` : NMEA Functions

The NMEA library provides firmware functions that convert from ASCII to Lua table, and from Lua table to ASCII.

```
tab, special, ok = nmea.tab(txt)
```

Convert NMEA line to table

Parameters

- `txt`: ASCII NMEA line

Returns

- `tab`: Lua table of values
- `special`: True if an AIS '!' record
- `ok`: True if the checksum is good

Description

Convert a line of NMEA data to a table.

```
local tb = nmea.tab('$GPAAM,A,A,0.10,N,WPTNME*32')
```

```
--[[
tb[1] = 'GPAAM'
tb[2] = 'A'
tb[3] = 'A'
tb[4] = 0.10
tb[5] = 'N'
tb[6] = 'WPTNME'
]]--
```

```
txt = nmea.txt(tab, [special])
```

Conver table to NMEA string

Parameters

- `tab`: Table of values
- `special`: True if this is an AIS '!' record

Returns

- `txt`: ASCII output, with checksum and CRLF

Description

Convert Lua table to NMEA string.

```
local tx = nmea.txt( {'PQRS', 12.34, 'TEST'} )
```

Library out : Digital Outputs

The digital output library allows direct control of the four logic outputs on the expansion header HD3.

Additional plug-in PCBs can provide for signalling open-collector outputs, high-current drive outputs, etc - depending on the application.

```
on = out.get(n) v3.00
v = out.get() v3.00
```

Read output state

Parameters

- **n**: Which output to query (1-4)

Returns

- **on**: True if the output is enabled
- **v**: Bit-field integer for all outputs

Description

Query the output state.

```
out.init([def]) v1.10
```

Initialise outputs

Parameters

- **def**: Default values

Returns

None

Description

Call this once in the App to initialise the outputs.

If included, 'def' will set the startup state of the outputs. The default value is 0.

out.off(n) v1.10

Turn off output

Parameters

- **n**: Which output to turn off (1-4)

Returns

None

Description

Turn OFF a selected output.

out.on(n) v1.10

Turn on output

Parameters

- **n**: Which output to turn on (1-4)

Returns

None

Description

Turn ON a selected output.

mp, dp, ep = out.pwo() v2.00**out.pwo(v)** v2.00**out.pwo(n, en)** v2.00

Control power outputs

Parameters

- **v**: Bitfield to set both outputs (D0=main, D1=daughter, D2=engineer)
- **n**: Which output to turn off (1=main,2=daughter,4=engineer)
- **en**: True to enable the output

Returns

- **mp**: Mainboard Power status
- **dp**: Daughterboard Power status
- **ep**: Engineer Power status

Description

Either queries the two power outputs, or controls the power outputs.

Mainboard power output is 3.6V

Daughterboard power output is 12V with the RS485/switchout convertor PCB.

Engineer power output is 3.3V (with a nominal 0.3V Schottky diode drop), but will rise to 5V when the USB is connected (because it's the same pin!).



Overrides the `cp:pwo()` function! Use *either* `out.pwo` or `cp:pwo`

```
out.set(v) v1.10  
out.set(n, ison)
```

Set outputs

Parameters

- `v`: Binary value to output (0-15)
- `n`: Which output to change (1-4)
- `ison`: Boolean value, true/false

Returns

None

Description

Set all the outputs, or control an individual output.

```
out.set(2, true) -- turn output #2 ON  
out.set(1, false) -- turn output #1 off
```

Library `pwr` : Power Control

`pwr.apo(n)`

Control ADC power output

Parameters

- `n`: 0 = Power off
1 = Power on

Returns

None

Description

Control power for power outputs for ADC reference.



The `rt.adc` command may override the ADC reference power output.

`bn,mv = pwr.back([bn], [mv])` ^{v3.00}

Set backup battery

Parameters

- `bn`: Battery for backup (0=none, 1=BATT1, 2=BATT2, 3=EXT)
- `mv`: Minimum millivolts for the other inputs

Returns

- `bn`: As above
- `mv`: As above

Description

Sets which battery is the backup battery, and a minimum voltage.

e.g. for lead acid, `pwr.back(0,10800)` will enter backup mode at 10.8V

`pwr.boot()`

Reboot device

Description

Reboot the rt.buffer.

`pc = pwr.dpc([mA, [V]])` ^{v1.00}

Set the coulomb consumption for device

Parameters

- `mA`: Current in milliamps
- `V`: Optional voltage measured at (3.6V default)

Returns

- `pc`: Power consumption in milli-coulombs (@3.6V)

Description

Set or get the Device port power consumption.

To get the current value, pass no parameters.

`pc = pwr.epc([mA, [V]])` ^{v1.00}

Set the coulomb consumption for engineer

Parameters

- `mA`: Current in milliamps
- `V`: Optional voltage measured at (3.3V default)

Returns

- `pc`: Power consumption in milli-coulombs (@3.3V)

Description

Set or get the Engineer port power consumption.

To get the current value, pass no parameters.


```
sa,sl,cr,cw = pwr.gpm()
```

Get power manager metrics

Parameters

None

Returns

- **sa**: Seconds alive
- **sl**: Seconds in ultra-low power
- **cr**: CPU cycles running
- **cw**: CPU cycles waiting

Description

Get power manager metrics. Can be used to calculate power consumption:

- Effective CPU freq.cf = $(cr + cw) \times (sa - sl)$
- CPU run timert = $sa \times cr / (cr + cw)$
- Idle percentageip = $(sa - rt) / sa \times 100$

```
pwr.off()
```

Turn off device

Description

Enter deep sleep / off mode.

Wakes up on USB or Engineer Serial port re-connection.

```
pt,cpu = pwr.rsn()
```

Query the power reasons

Parameters

None

Returns

- `pt`: Table of {"section"=count} indicating which power functions are in use.
- `cpu`: CPU frequency, in Hz

```
bc = pwr.sbc([ac, [v]])
```

Set battery coulomb capacity

Parameters

- `ac`: Battery capacity <200 = A/hr
>200 = Coulombs
- `v`: Voltage of battery (default is 7.2V)

Returns

- `bc`: Battery coulombs

Description

Set battery capacity for power consumption estimation.

To read the capacity, pass no parameters

```
pwr.sbc(26, 7.2) -- 26Ahr @ 7.2V = 93600C
pwr.sbc(5, 6) -- 5Ahr @ 6V = 15000C (@7.2V)
local c = pwr.sbc() -- read the value
```

pwr.scu(c) ^{v1.00}

Set coulombs used

Parameters

- **c**: Coulombs used

Returns

None

Description

Sets the number of coulombs used. Useful if replacing with a half-full battery.

mv,sv,ws,ta = pwr.tmv() ^{v2.00}**m1,s1,m2,s2,mE,sE,ta = pwr.tmv(true)** ^{v2.00}

Query the transient minimum voltage

Parameters

None

Returns

- **mv**: Minimum voltage (mV)
- **sv**: Start voltage (mV)
- **ws**: Which source. 1, 2, or E
- **m1,s1**: Minimum and start for Battery 1
- **m2,s2**: Minimum and start for Battery 2
- **mE,sE**: Minimum and start for External power
- **ta**: Time alive of measurement

Description

Returns the Transient Minimum Voltage.



This value is obtained each time the modem is powered up. If no measurement has happened, `pwr.tmv` will return `0,0,'?'`

`pwr.work(ms)`

Allow hard work

Parameters

- `ms`: Time to perform hard work (0-2000) milliseconds.
0 = back to normal (low) power

Returns

None

Description

Runs at 96MHz for a time, before falling back to low power, 12MHz, running.

Development Functions

These functions are for internal testing at Scannex, and are not guaranteed to remain constant between firmware versions.

```
pwr._bv(boost, unboost)
```

```
pwr._bv() v1.03
```

Set the boost values

Description

Set the boost millisecond timers.

Use boost=0 to disable auto-boost Pass no parameters to set the defaults.

```
pwr._iv(min, max)
```

```
pwr._iv() v1.03
```

Set the idle timers

Description

Set the idle timers for ultra-low power mode.

Pass no parameters to set the defaults.

Library `rt` : `rt.buffer` Utility Functions

```
rt.print(...) v1.30
print(...) v1.30
Print string
```

Parameters

(As for Lua's print function)

Description

Print to the USB terminal, the TOA terminal, or USB log. TIP: This is useful for debugging Lua functions when you execute the function from the USB terminal with `lx`.

```
uv,rs = rt.adc([phases], [m, [c]])
Get ADC reading
```

Parameters

- `phases`: Choice of ADC phase (to save power).
 - ' ' = do all phases (takes about 170ms)
 - 'L' = lock and power up
 - 'l' = lock, but don't change power
 - 'S' = Start fresh sample
 - 's' = Start sample
 - 'R' = Read sample
 - 'U' = Un-power and unlock
 - 'u' = Unlock only
- `m`: Slope for the ADC value
- `c`: Offset for the ADC value

Returns

- `uv`: Microvolts.
Range ± 0 -1500000uV (± 0 to 1.5V)
(3.0V is the reference voltage)
- `rs`: Raw Sample Value

Description

Get pressure reading in microvolts, optionally calculating $y=mx+c$



Use the new `adc.go()` and `adc.get()` library calls.



The ADC is LTC2485, 24-bit delta-sigma, that has V-REF = 3.0V.

```

local p = rt.adc('LSRU') -- does the default
local p = rt.adc('LSRU') -- measures without powering up
local p = rt.adc(0.001, 500) -- apply m & c

```

```
i. = rt.atom(function, args )
```

Atomic function call

Parameters

- **function**: Lua function to execute
- **args**: Arguments that are passed to 'function'

Returns

Varies (depending on the function)

Description

Execute the function atomically. Syntactically the same as `pcall`, but wraps with a mutex so that data writes and file renames can occur atomically.



The function **MUST** be a short function, with no waits. Ideally it should return in milliseconds. Otherwise much of the `rt.buffer` will be blocked!



Use coroutines where possible!

```
str = rt.bin(txt) v1.00
```

Convert ASCII hex to binary

Parameters

- **txt**: Human-readable ASCII Hex to convert to binary string. Can include separators between hex values

Returns

- **str**: Binary string

Description

Convert a string of ASCII-hex into a binary representation.

```
b = rt.bool(v, [dflt]) v1.01
```

Convert boolean value

Parameters

- **v**: Value to check
- **dflt**: (optional) default value

Returns

- **b**: Boolean result

Description

Returns true or false based on the value of v.

- If v is a Lua boolean type, then b = v.
- If v is a Lua number, then b = (v != 0)
- If v is a Lua string, then a non-case-sensitive comparison occurs:
 - b = true if v is 'y', 't', or starts with "true" or "yes"
 - b = false if v is 'n', 'f', or starts with "false" or "no"
 - b = dflt or false if v has any other value.
- If v is NIL then b = dflt or false

```
i. = rt.call(function, args )
```

Protected call

Description

Non-atomic version of rt.atom

The same as Lua's pcall, just presented under the rt group.


```
v = rt.cyc() v1.03
```

Get Cortex cycle counter

Parameters

None

Returns

- `v`: Cortex cycle counter

Description

Returns the 32-bit CPU cycle counter.

```
v = rt.dct(t) v1.00
```

Deep copy table

Parameters

- `t`: Table to deep copy

Returns

- `v`: Resulting copy of table

Description

Deep-copies a Lua table. Any changes made to `v` will therefore be independent of the original table `t`.



using the Lua standard `v=t` will only result in a single table in memory. Any changes to `v` will affect `t` as well. That's why a deep copy is needed to produce a replica of the original table that is independent.



Only the Lua types: `LUA_TNIL`, `LUA_TBOOLEAN`, `LUA_TNUMBER`, `LUA_TSTRING`, and `LUA_TLIGHTUSERDATA` are handled.

```
sn,cn,pn,dt = rt.dev() v3.00
```

Get device details

Parameters

None

Returns

- **sn**: Serial number
- **cn**: Company name
- **pn**: Product name
- **dt**: Description text

Description

Read the device details (as shown in the USB enumeration).

```
ok = rt.dorun()
```

Still allowed to run

Parameters

None

Returns

- **ok**: True if still keep running.

Description

Check whether Lua can still run in this task.



Only useful within the context of Lua Loop Task and Modem Task. (i.e. do not use within the Lua Event Task - it will time out!)

```
txt = rt.exp(txt)
```

Expand a string

Parameters

- `txt`: String to expand

Returns

- `txt`: Expanded string

Description

Expand string using `{..}` to evaluate Lua values.

This function forms a key part of the `iot.set` method.

```
local s = rt.exp('Data-{c.site_name}-{i.rt_sn}.csv')
```

Because the text within the `{..}` is evaluated and executed within Lua, you can even use expressions:

```
local s = rt.exp('Data-{i.rt_sn * 12345 + 34.56}')
```

```
txt = rt.hex(str, [gap]) v1.00
```

Convert binary to ASCII hex

Parameters

- `str`: Binary string to convert
- `gap`: (optional) Gap character

Returns

- `txt`: Human readable ASCII hex string

Description

Convert a binary string into human readable ASCII hex.

rt.led(en) v1.00

Enable debug LED sequence

Parameters

- **en**: True to enable the 5/4 LED pulse

Returns

None

Description

Scannex debug facility to flash LED in the 5/4 pulse sequence.

rt.log(module, txt)

Write log entry

Parameters

- **module**: Module string
- **txt**: Text to log

Returns

None

Description

Log to the /Logs/system.log file.

ms,ma,mr = rt.mag([ms]) v2.00.0144

Set magnet delay

Parameters

- **ms**: Time the magnet has to be active (milliseconds)

Returns

- **ms**: Time the magnet has to be active
- **ma**: True if the magnet is considered on (i.e. onMag has been called)
- **mr**: True if the magnet IO line is active (i.e. the pre-timer value)

DescriptionControls the delay on the magnet before **onMag** is called

```
res = rt.ms(value)
ms = rt.ms() v1.00
```

Delay milliseconds

Parameters

- **value**: Delay time in milliseconds

Returns

- **res**: Reason - 0=OK, 1=TaskTimeOut, 2=LuaAbort
- **ms**: System millisecond counter

Description

Delay number of milliseconds. The value is limited to half the Lua timeout value for the calling task.

Or, with no parameters, returns the system time in milliseconds.



The actual time will be in the range of 'value-1 < actual ≤ value'. For small delays use [rt.us](#)

```
fv = rt.msf(offset) v2.00
```

Calculate millisecond finish time

Parameters

- **offset**: Offset time in milliseconds

Returns

- **fv**: Future value, in milliseconds

Description

Calculate an end time. Use with [rt.msx](#) to determine when expired.

```
ok = rt.msx(fv) v2.00
```

Check millisecond expiry

Parameters

- **fv**: Future value - the result from `rt.msx`

Returns

- **ok**: True if expired

Description

Determine when a timeout has expired.

```
b1,b2,ext = rt.mv([id, [smp]])
```

Get millivolt readings

Parameters

- **id**: (Optional) ID. 0 = all three values
1 = Battery 1
2 = Battery 2
3 = External
- **smp**: (Optional) Set to false to prevent sampling and just read the last reading.

Returns

- **b1**: Batt1 Voltage (mV)
- **b2**: Batt2 Voltage (mV)
- **ext**: External Voltage (mV)

Description

Get millivolt readings

```
rt.setblf(filename) v1.20
```

Set a BLF file

Parameters

- `filename`: name of file to be loaded into the BLF area

Description

Load a file into the BLF area, ready for the boot-loader to burn. Use `pwr.boot()` to reboot in code.

```
c = rt.temp() v1.00
```

Get temperature

Parameters

None

Returns

- `c`: Temperature in degrees Celcius

Description

Returns the temperature from the LTC2485. Note, this can take 160ms to sample.

```
rt.us(value) v2.00
```

Delay microseconds

Parameters

- `value`: Delay time in microseconds (1 to 5000)

Returns

None

Description

Delay number of microseconds.

Library `sdi12` : SDI-12 Protocol

The SDI-12 protocol requires a hardware adapter (either internal or external) to provide the SDI-12 signal levels.

The library provides a set of low-level protocol commands, as well as a pair of high-level function (`sdi12.go` and `sdi12.done`) that handle the complete protocol as a state-machine.



Ensure you call `sdi12.set` to setup the Comport before calling other SDI-12 library calls.

Example:

```
dp = ser.dev()
sdi12.set(dp)
dp.pwo(true)

VRS = {'2I'}, {'2CC'} -- Get ID and measurements

function QueryExample()
  sdi12.go(dp, VRS)
  while not sdi12.done(t)
  do
    rt.ms(250)
  end
end

QueryExample()
print(VRS[1].v, VRS[2].v[1])
```



```
res = sdi12.ack(cp, dev)
```

Check ACK

Parameters

- `cp`: Comport object
- `dev`: Device number

Returns

- `res`: Result - false or address

Description

Use the ACK active command. Returns `false` if the device is not there, else returns the device number.

```
local dn = sdi12.ack(dp, '?') -- Query a single device
```

```
sdi12.brk(cp)
```

Send break

Parameters

- `cp`: Comport object

Returns

None

Description

Outputs a 12ms break sequence.

```
res = sdi12.chg(cp, dev, devto)
```

Change device address

Parameters

- `cp`: Comport object
- `dev`: Device number
- `devto`: Device address to change to

Returns

- `res`: false = failed; else address of device

Description

Attempt to change the device address

```
ok,txt,crc = sdi12.crc(txt)
```

CRC calculation

Parameters

- `txt`: String to CRC check

Returns

- `ok`: True if the CRC matches
- `txt`: The text without the CRC
- `crc`: The CRC string

Description

Check, or generate a CRC for SDI-12

```
local _,txt,crc = sdi12.crc('1Testing---') -- calculate CRC
local ok = sdi12.crc('1TestingDU}') -- verify
```

```
ok = sdi12.done(sdit)
```

Check whether sequence complete

Parameters

- `sdit`: SDI-12 table structure

Returns

- `ok`: True if the state-machine is complete

Description

Polls the SDI-12 protocol state machine to work through the commands in the table.

```
sdit = sdi12.go(cp, sdit)
```

Run SDI-12 sequence

Parameters

- `cp`: Comport object
- `sdit`: SDI-12 command table

Returns

- `sdit`: The table, ready to be passed to `sdi12.done`

Description

Initialises the SDI-12 protocol table and starts the process.

```
idt = sdi12.id(cp, dev)
```

Query ID

Parameters

- `cp`: Comport object
- `dev`: Device number

Returns

- `idt`: ID table `idt[0]`: Address `idt[1]`: SDI Version `idt[2]`: Company (8 characters) `idt[3]`: Model (6 characters) `idt[4]`: Version (3 characters) `idt[5]`: Serial number

Description

Queries the ID of the device.

sdi12.mrk(cp)

Send mark

Parameters

- `cp`: Comport object

Returns

None

Description

Waits the required 8.33ms.

ok = sdi12.set(cp, [mb])

Setup COM port for SDI-12

Parameters

- `cp`: Comport object
- `mb`: Mainboard. Set to false if using internal daughter board.

Returns

- `ok`: True if ok

Description

Configures the Comport object to 1200E7 and configures the RTS for direction.

txt = sdi12.t(cp, cmd)

Transparent command

Parameters

- `cp`: Comport object
- `cmd`: Command string (the '!' is optional)

Returns

- `txt`: Reply (or false if no reply)

Description

Performs a transparent SDI-12 command.

```
local dp = ser.dev()
local txt = sdi12.t(dp, '2!')
```

SDI-12 Table Structure

The table starts as an indexed set of tables with commands:

```
sdi12 = { {'1C5'}, {'2C1'}, {'2C2'}, {'3CC'} }
```

Once `sdi12.go` and `sdi12.done` have completed, there will be additional fields within the table:

- `sdi12.c` = Comport object
- `sdi12.[#].t` = Millisecond alive time when ready. False if the device did not respond
- `sdi12.[#].n` = Number of samples (if a measurement command)
- `sdi12.[#].v` = Table of results, or a string result

Library `ser` : Serial Ports

```
cp = ser.dev()
```

Get the device COM port object

Parameters

None

Returns

- `cp`: Com Port object

Description

Return a COM port userdata value for the device serial port.

```
local dp = ser.dev()
dp:tx('Hello!')
```

```
cp = ser.eng([try])
```

Get the engineer COM port object

Parameters

- `try`: Set to true to try and grab the engineer port. If it is in use by the terminal, then `cp` will be nil.

Returns

- `cp`: Com Port object

Description

Return a COM port userdata value for the engineer serial port.



This implicitly disables the terminal function, unless `try` is true.

```
local dp = ser.eng()
dp:tx('Hello Engineer!')
```

```
b = ser.term([en]) v1.00
b = ser.term(prot)
```

Enable or disable terminal over COM port

Parameters

- **en**: (optional) boolean value to control serial terminal
- **prot**: (optional) Enable terminal with the given protocol

Returns

- **b**: Boolean result. True if serial terminal enabled.

Description

Controls the engineer serial port to terminal logic.

When Lua reboots, the engineer serial port defaults to be used by the terminal.



You must have RX/TX and RTS/CTS connected to work as a terminal! The terminal will not start until RTS is asserted. If RTS is unasserted for 10 seconds the rt.buffer assumes the terminal has disconnected and will de-energise its RS232 port.

To use the engineer serial port for other uses, call:

```
ser.term(false) -- let Lua use the port
ep = ser.eng() -- also lets Lua use the engineer port
--...and the serial port can then be used within Lua.
```

Library `ser` | `cp` : Comport Objects

These functions work on the object returned from `ser.dev()` and `ser.eng()`.

For the sake of documentation, these are shown to refer to 'cp'

`cp:brk(ms)`

Send break

Parameters

- `ms`: Number of milliseconds for the break sequence

Returns

None.

Description

Send break on the line.

```
nb,ti = cp:cap(file, [ms]) v1.00
nb,ti = cp:cap(fh, [ms])
nb,ti = cp:cap(file/fh, tab)
```

Capture data to file

Parameters

- `file`: Filename to overwrite and create
- `fh`: File handle to write to
- `ms`: Time out to close in milliseconds (default 1000)
- `tab`: Parameter table.
 - `tab.ms` = timeout, in milliseconds
 - `tab.ft` = first byte timeout (default is 2x .ms)
 - `tab.nb` = number of bytes to capture
 - `tab.hw` = set to true to do hardware at 96MHz

Returns

- `nb`: Number of bytes captured
- `ti`: Timed out flag

Description

Captures serial bytes directly to a file. Allows faster capturing than doing this directly in Lua.



The write will occur from the the file handle current position.


```
ok,txt,err = cp:cmd([txt], [tab])
```

Handle a command sequence

Parameters

- **txt**: ('`\r\n`') String to send
- **tab**: Table of values:
 - **.pt** = (0) pause time in seconds
 - **.ss** = (`\r\n`) send string (overridden by **txt**)
 - **.wt** = (5000) wait time, in milliseconds
 - **.dt** = data time, in milliseconds (default is **.wt**)
 - **.ls** = (`>`) look for string
 - **.es** = (NIL) error string
 - **.nt** = (5) number of times to try
 - **.tt** = (120) try time, in seconds (**.nt** must be 0)
 - **.re** = (false) Ignore echo of send string

Returns

- **ok**: True if we got the device's attention
- **txt**: The text returned (without the prompt)
- **err**: If the error string was found, this return value has the string

Description

Send a command string to the device until it responds, or times out.



Text is limited to 2048 bytes.

```
local dp = ser.dev()
local ok,txt = dp:cmd('$\r\n', {ls='>', wt=1500, nt=10})

local dp = ser.dev()
local ok = dp:cmd('\r\n') -- wait for '>' prompt with defaults

local dp = ser.dev()
local t = {ss='$\r\n$\r\n', ls='ERROR\r\n>', tt=240}
local ok,txt = dp:cmd(t)
```

```
value = cp:cts()
```

Get CTS line

Parameters

None

Returns

- **value**: True if the CTS line is asserted.

Description

Return the CTS status

```
nb = cp:fifo([size])
```

Set the receive FIFO

Parameters

- **size**: Number of bytes for the Serial Port DMA buffer + (min 128)

Returns

- **nb**: Number of bytes actually reserved

Description

Change the buffering for the serial port. The size defaults to 1024 bytes on Lua reboot.

Memory is taken from the Lua RAM area, split into 4 parts. Two parts at a time are queued with the hardware DMA controller. Therefore, the buffer time for a given FIFO size will = $\text{size} / 2 \times \text{character-time}$. e.g. at 115200 baud, with `cp:fifo(4096)` will give a time of $4096/2 \times 87\mu\text{s} = 178\text{ms}$.

ok = cp:lck([ms]) v2.00

Lock the COM port

Parameters

- **ms**: Time to keep the lock enabled (default = 10000ms, max=30000)

Returns

- **ok**: True if we have locked the COM port.

Description

Lock the COM port. The lock keeps track of the number of times `cp:lck` was called.

```
dp = ser.dev()

if dp:lck(2000)
then
  -- do stuff short than 2000ms
  dp:ulck()
else
  -- do something else
  -- someone else is using it!
end
```

ok = cp:okr()

Check whether signals are valid

Parameters

None

Returns

- **ok**: true if there is a valid signal level on the serial port.

Description

Check whether the MAX-chip is detecting a valid signal.

```
local dp = ser.dev()
if dp:okr()
then
  dp:tx('You are connected :-)')
end
```

`ison = cp:pwo(ison)`

Set COM port power output

Parameters

- `ison`: true = enable power output
false = turn off power output

Returns

- `ison`: True if the COM port power output is on

Description

Set power output on the COM port.

```
local dp=ser.dev()
dp:pwo(true) -- enable the 3.6V output
```

`cp:pwr(x(ison, [ms])`

Enable power for receiving

Parameters

- `ison`: true = enable receiving
false = disable receiving
- `ms`: Optional time to keep the RX power enabled. Zero disables the timer. (`ison` is ignored)

Returns

None

Description

Set the receive power. Enabling receiving will keep the CPU alive. You MUST disable both `pwt(x` and `pwr(x` for both ports to enter low power sleep mode.

This is only needed if `pwt(x` is not called, but you need to receive on a USART

cp:pwtx(ison, [ms])

Enable power for transmitting

Parameters

- **ison**: true = enable transmission
false = disables transmission
- **ms**: Optional time to keep the TX power enabled. Zero disables the timer. (ison is ignored)

Returns

None.

Description

Set the transmit power.



Enabling transmission on the serial chips requires about 8mA. Only enable the transmit power when absolutely necessary!

```

local dp=ser.dev()
dp:pwtx(0, 250) -- keep TX on for 250ms
-- OR --
dp:pwtx(true) -- use TX
...
dp:pwtx(false) -- finished

```

```

mode = cp:rs([mode]) v1.00
mode = cp:rs([mode], [main]) v1.10

```

Set the RS232/RS485 mode

Parameters

- **mode**: 232 or 485
- **main**: true or false

Returns

- **mode**: Current mode - 232 or 485

Description

Set the RS232 or RS485 mode of the Device COM Port.

The 'main' value defines whether the main PCB electronics are used for serial communications, or whether the add-on PCB is used.

```

local dp = ser.dev()
dp:rs(485, false) -- use add-on board in RS485 mode
dp:rs(485, true) -- use the main PCB in RS485 mode (inline adapter)
dp:rs(232, true) -- default = RS232 on the main PCB

```

cp:rts(value)

Set RTS line

Parameters

- **value**: Boolean or integer value

Returns

None

Description

Set the RTS line. 0/false unasserts; 1/true asserts.



If value is false, this overrides receive flow control. i.e. RTS flow control only operates when value = true.

txt,b,to = cp:rx([ms, [nbytes]])

Receive data

Parameters

- **ms**: Time to wait, in milliseconds. Default = 5ms
- **nbytes**: Maximum number of bytes to read. Default = 2k. Maximum = 8k

Returns

- **txt**: String received
- **b**: Number of bytes in txt
- **to**: true if timed-out

Description

Wait for receive data.

nb = cp:rx([ms]) v1.00

Receive and empty data

Parameters

- **ms**: Time to wait, in milliseconds. Default = 100ms

Returns

- **nb**: Number of bytes flushed

Description

Flush receive data.

cp:rx(ison)

Set receive flow control

Parameters

- **ison**: True if RTS should unassert when receive buffers are full.

Returns

None

Description

Set RX flow control (uses RTS line).



If **ison** is true, this also calls `:pwtx(true)` and `:rts(true)` Therefore, power will be consumed all the time that `:rx(true)` is enabled because the RS232 chip has to be enabled to assert RTS! And you will see the DeviceTx enabled in the PMM terminal command.

cp:rxto(bits)

Set receive timeout value

Parameters

- **bits**: Number of data bits to consider a receive timeout for the internal DMA controls

Returns

None

Description

Set RX time out in bits

txt,b,ti,fs = cp:rxu(rxut, [ms])

Receive until

Parameters

- **rxut**: Receive Until Table
- **ms**: Timeout in milliseconds

Returns

- **txt**: The received data
- **b**: Number of bytes in txt
- **ti**: true if timed-out
- **fs**: Find state:
0=didn't find start
-1=found start but no end
1=found end (OK)

Description

Receive Until.

See the following information the '[rxut](#)' table structure.


```
b = cp:rxw()
```

Number of RX bytes waiting

Parameters

None

Returns

- **b**: Number of bytes waiting

Description

Returns number of bytes waiting on port

```
cp:set(txt)
```

```
cp:set(baud, [parity, [databits, [stopbits]])
```

Setup COM port

Parameters

- **txt**: Baud rate and protocol string
e.g. '19200n8'
stop bits are defined with a suffix:
'.' = 1, e.g. '19200n8.' ', ' = 1.5, e.g. '19200n8,' ':' = 2, e.g. '19200n8:'
- **baud**: Baud rate, from 300-115200
- **parity**: Parity, 'n', 'e', 'o', 'm', 's'
- **stopbits**: 1, 1.5, 2

Returns

None

Description

Set the protocol.

```
local dp=ser.dev()
dp:set('300n8:')
dp:set(300, 'n', 8, 2) -- same as above
```

`b,to,txt = cp:tx(txt, [ms])`

Transmit data

Parameters

- `txt`: The text to send
- `ms`: Timeout for sending

Returns

- `b`: Number of bytes sent
- `to`: true if timed-out
- `txt`: Remaining part of `txt` that is yet to be sent

Description

Send data.



If you don't see data being output, check whether you have transmit flow control and the CTS line status, and whether `cp:pwtx` has been enabled.

```

local dp=ser.dev()
dp:pwtx(1)
dp:tx('Welcome!')
dp:wtx(100)
dp:pwtx(0)

```

`cp:txf(ison)`

Set transmit flow control

Parameters

- `ison`: True if CTS should be asserted before data is sent

Returns

None

Description

Set TX flow control (uses CTS line).

cp:txtg(bits)

Set transmit time guard gap

Parameters

- **bits**: Number of data bits to pause between each transmitted byte

Returns

None

Description

Set TX time guard in bits. The time-guard slows down transmission of data for the benefit of slow devices.

```
ok = cp:ulck()
cp:ulck(true) v2.00
```

Unlock the COM port

Parameters

- **true**: This form will unlock all counts

Returns

- **ok**: True if we still owned the COM port (i.e. false indicates the COM port timer has expired, etc)

Description

Unlock the COM port (before the timeout completes). You will need to call `cp:ulck` the same number of times that `cp:lck` was called in order to unlock before the timeout.

```
to = cp:wtx(ms)
```

Wait for TX to complete

Parameters

- **ms**: Number of milliseconds to wait

Returns

- **to**: true if timed out before data was sent

Description

Wait for transmission to complete.

Receive Until Table `rxut`

As used by the `cp:rxu` method.

- `st = 0`
 - start timeout, in milliseconds, for flushing. If > 0 then the function will wait for a pause until beginning the scanning.
- `ss = ''`
 - start string or table-of-strings
- `bn = 0`
 - minimum number of bytes (the number of bytes before the `et/es` are started)
- `bx = 256`
 - maximum number of bytes (256 is the largest)
- `et = 0`
 - end timeout in milliseconds.
- `es = ''`
 - end string or table-of-strings.

```
local txt,to = dp:rxu( {ss='begin'} )
```

```
local txt,to = dp:rxu( {ss={'this', 'that'}} ) -- waits for this or that
```

Useful Examples

```
NMEA= {ss='$',es='\r\n',bn=4}
ASCII= {es='\n'} or {es='\r\n'} or {es={'\r','\n'}}
HydrINS= {ss='W',es='\r\n',bn=8}
```

Library `smp` : Sample Data Store

The sample data store library provides a convenient way to handle periodic writes of sample data. The writing is handled 'atomically'. When a sample store reaches a certain size (e.g. 128k), or when it's time to send what has been saved, the sample store is "cut" and the file moved to the /Send directory.

The sample data store is also suitable for collecting bulk data from a device, and choosing to either save or abandon the data (e.g. on a communication drop-out).

By default, the sample data store works with a single file. However, it is possible to use the table structures defined to save to multiple sample stores for example where there are multiple connected devices, or where selected data needs to be extracted to a secondary file.

Structure of `ftable`

- `.n = 'AppName.data.txt'`
 - Filename of the current file (".tmp" is added automatically)
 - Default is 'AppName.data.txt'
- `.f = nil`
 - Current file object (NIL if closed)
- `.r`
 - String or Function for renaming when cutting the file.
 - If this is nil (or not present), then the default function will use the form "YYYYMMDD-HHMMSS-SerialNo-SiteName-data.txt"
- `.h`
 - String or Function for the header of the file
 - `function(ftable, file)` return nothing, do the writes within the function
- `.t`
 - String or Function for the tail of the file
 - `function(ftable, file)` return nothing, do the writes within the function
- `.bx = 131072`
 - Maximum number of bytes for the file
 - 0 means unlimited (not recommended)
 - Default is 128k (131072 bytes)

Sample Data Store Functions

```
ov = smp.cnt([v])
```

Set or get counter

Parameters

- **v**: New value for the `i.smp.cnt`

Returns

- **ov**: The old value

Description

The `i.smp.cnt` value is 'hidden' in C++. The value will be incremented and applied to `i.smp.cnt` on the next call to `smp.save`.

```
txt = smp.csv(valuetable, [inctime])
```

Convert table to CSV text

Parameters

- **valuetable**: table of values to turn into CSV
- **inctime**: optional boolean. Set to false to not include the time as the first value.

Returns

- **txt**: returned string in CSV format

Description

Creates a CSV line with UTC as the first field in the form

"YYYY-MM-DD HH:MM:SS" (default timeformat = '%Y-%m-%d %H:%M:%S')

Strings are quoted with quote (default double quotes)

The line ends with lineend (default [CR][LF])

The CSV values are controlled by a global table "`csv`".

```
local t = {1, 2, 3, i.cell_csq}
```

```
smp.save( smp.csv(t) )
```

smp.cut([ftable], [killfile])

Cut the sample file

Parameters

- **ftable**: optional. If not present, uses global table "ft"
- **killfile**: optional boolean. If true, the cut file will be discarded.

Returns

None

Description

Split off the file and rename.



Use the killfile option when downloading bulk data from a device and the process failed.

```
function onJob2() -- do this on a schedule
  smp.cut()
end
```

ftable = smp.save([ftable], txt)

Save sample to flash

Parameters

- **ftable**: optional. If not present, uses global table "ft"
- **txt**: text to save to the sample file

Returns

- **ftable**: table that was passed (for convenience)

Description

Atomically saves a single block of data to the data store



Also flashes LED to indicate data being stored

```
local t = 'this is a sample\r\n'
smp.save(t)
```


Prebuilt Function Methods

These functions save you coding them in pure Lua.

smp.r_ft

Default rename function callback

Description

Default rename function

Renames the file according to YYYYMMDDHHMMSS-serial-site_name-filename

(Uses the fc.utc and utc.fn formatting functions to use the file's creation time)

```
ft = {r=smp.r_ft}
```

smp.t_md5

Tail function for MD5

Description

Tail function that adds CR/LF+MD5 of the file on close

```
ft = {t=smp.t_md5}
```

smp.t_crc32

Tail function for CRC32

Description

Tail function that adds CR/LF+CRC32 of the file on close

```
ft = {t=smp.t_crc32}
```

```
ft = {r=smp.r_ft, t=smp.t_md5} ■ two options
```

CSV Formatting Table `csv`

The global table 'csv' defines the formatting for the `smp.csv` function.

- `csv.s` = `'`,`'`
 - Separator string override.
- `csv.q` = `'` `'`
 - Quote character for strings.
- `csv.tf` = `'%Y-%m-%d %H:%M:%S'`
 - Time format. If this is blank (i.e. `''`), the time is NOT placed at the beginning of the line. You'll need to add the time yourself into the table. Use standard C `strftime` format strings.
- `csv.le` = `'\r\n'`
 - Line ending string

Library sms : SMS Text Messaging

The SMS library allows for the transmission of 8-bit binary, or 16-bit UCS2 encoded PDU SMS messages, and the reception of 7-bit GSM, 8-bit, and 16-bit UCS2 encoded PDU SMS messages.

Up to 16 SMS messages are queued up while the modem is offline, and the messages are sent when the modem connects. Incoming messages are handled asynchronously, and the rt.buffer can be programmed to remain connected to the network for a minimum time - to allow for delivery of the SMS messages.

```
gsm = sms.ag7(txt) v3.00
```

Convert ASCII to GSM-7bit

Parameters

- `txt`: ASCII text

Returns

- `gsm`: GSM 7-bit encoded

Description

Encodes ASCII.

```
tv = sms.dec(PDU) v1.10
```

Decode SMS PDU

Parameters

- `PDU`: Binary PDU block

Returns

- `tv`: Table of values
 - `.num` = originating number
 - `.utc` = UTC time
 - `.tzm` = Time zone minute offset
 - `.pid` = Protocol identifier
 - `.dcs` = data coding scheme (0=7-bit GSM, 4=8-bit, 8=UCS2)
 - `.msg` = message ASCII
 - `.ucs` = raw UCS2 (if encoding is UCS2)

Description

Decodes a PDU frame into usable fields.



This only decodes `SMS-DELIVER` message received through `onSMS` callback. It will not decode the output from `sms.enc`. Use web services, e.g. <https://www.smspdu.be> to decode.

```
PDU = sms.enc(msg, [number], [options]) v1.10
```

Encode SMS PDU

Parameters

- **msg**: Message string (max 140 octets)
- **number**: (optional) target phone number. If not present, then `c.cell_sms` is used
- **options**: (optional) table of optional values
 - **.mti** = Message Type. 0x01 or 0x11 are acceptable
 - **.mr** = Message Reference
 - **.vp** = Validity period. e.g. 0xaa = 4-days (See 3GPP TS 123 040 section 9.2.3.12.1)
 - **.pid** = Protocol identifier
 - **.ucs** = true (sets UCS2 encoding, and `msg` is assumed to be two-byte Unicode) **.bin** = set to true to encode as binary

Returns

- **PDU**: Binary output

Description

Encodes a simple ASCII or binary message into a PDU frame suitable for sending.

```
fc,mc = sms.free() v1.10
```

Check free SMS entries

Parameters

None

Returns

- **fc**: Number of free messages available
- **mc**: Number of messages currently queued for transmission.

Description

Returns the message queue counters.

```
txt = sms.g7a(gsm) v3.00
```

Convert GSM-7bit to ASCII

Parameters

- `gsm`: GSM 7-bit encoded

Returns

- `txt`: ASCII text

Description

Decodes to ASCII.

```
sms.go([DoItNow]) v1.10
```

Trigger SMS exchange

Parameters

- `DoItNow`: (optional) whether to connect immediately.

Returns

None

Description

Tells the modem handler that we need to perform SMS transmission on the next connection phase.

`DoItNow` is assumed to be true (i.e. clear hold off and dial immediately), so `'sms.go(false)'` will just arm the modem handler for the next phase.

```
v = sms.rxt([secs]) v1.10
```

Set receive timer

Parameters

- **secs**: Number of seconds to stay online (minimum). Set to 0 to disable the receive wait process.

Returns

- **v**: Current receive time

Description

Sets, or reads, the receive time. This is the minimum number of seconds the modem will remain registered before powering off. The delay is required to provide time for the cellular base-station to send the messages to the rt.buffer.

```
ok = sms.snd(PDU, [DoItNow]) v1.10
```

Send PDU frame

Parameters

- **PDU**: SMS PDU frame. Use sms.enc to encode
- **DoItNow**: Whether to transmit immediately. Pass the value false to simply queue for later

Returns

- **ok**: True if the message was queued.

Description

Queue the PDU frame and connect the modem.

```
ok = sms.txt(msg, [number], [DoItNow]) v1.10
```

Send text

Parameters

- `msg`: ASCII message
- `number`: (optional) target phone number. If not present, uses `c.cell_sms`
- `DoItNow`: Whether to transmit immediately.
- `Ascii`: (true) Set to false to tell `sms.txt` that `msg` is already UTF-8 encoded

Returns

- `ok`: True if the message was queued

Description

Combined function, similar to `sms.snd(sms.enc(msg, number, DoItNow))`.

However, `msg` can be longer than 140 characters - this function will queue up multiple PDUs.



This sends the message GSM-7-bit characters. For UCS2/UTF-16 you need to use `sms.enc` and `sms.snd`

SMS Received callback

The SMS callback occurs asynchronously at any time while the modem is registered (i.e. not just during the SMS transmission phase).

The service message center may require the rt.buffer to be connected and registered for some time (e.g. at least 30seconds) in order to send any queued SMS messages. Use the 'sms.rxt' function to enable minimum-waiting-times.

```
function onSMS(smsc, pdu) v1.10
```

SMS callback function prototype

Parameters

- **smsc**: The Service Message Center number
- **pdu**: The binary PDU received.

Description

You should use 'sms.dec' to decode the received PDU frame and do something meaningful with them.

e.g.

```
sms.rxt(30) -- set the minimum online time
function onSMS(nu, pdu)
  local t = sms.dec(pdu) -- decode the frame into a table
  local s = t.num .. ' : ' .. t.msg -- make a message
  usb.log('SMS:'..s)
end
```


Library `struct` : Structure Handling

The `struct` module adds C style packing and unpacking (for byte-wide values, not bits).



See:

<http://www.inf.puc-rio.br/~roberto/struct/>

<https://github.com/dubiousjim/luafiveq/blob/master/src/struct.c>

<https://github.com/dubiousjim/luafiveq/blob/master/BENEFITS-LUA>

```
txt = struct.pack(fmt, d1, d2, ...)
```

Pack structure

Parameters

- `fmt`: Structure Format string
- `d1`: Data
- `d2`: ...more data

Returns

- `txt`: Packed data

Description

Returns a string containing the values `d1`, `d2`, etc. packed according to the format string `fmt`.

```
nb = struct.size(fmt)
```

Calculate size of format

Parameters

- `fmt`: Structure Format string

Returns

- `nb`: Number of bytes required

Description

Returns the size of a string formatted according to the format string `fmt`. The format string should contain neither the option `s` nor the option `c0`.

```
d1,d2,... = struct.unpack(fmt, txt, [idx])
```

Unpack structure

Parameters

- `fmt`: Structure Format string
- `txt`: Packed data
- `idx`: Start of reading (default is 1)

Returns

- `d1`: Data 1
- `d2`: Data 2 etc

Description

Returns the values packed in string `s` according to the format string `fmt`. An optional `i` marks where in `s` to start reading (default is 1). After the read values, this function also returns the index in `s` where it stopped reading, which is also where you should start to read the rest of the string.

Struct format strings

Here are the formatting codes. Initially endianness is set to native and alignment is set to none (!1).

- ">" use big endian
- "<" use little endian
- "!" use machine's native alignment
- "!n" set the current alignment to n (a power of 2)
- " " ignored
- "x" padding zero byte with no corresponding Lua value
- "xn" padding n bytes
- "Xn" padding n align (default to current or native, whichever is smaller)
- "b/B" a signed/unsigned char/byte
- "h/H" a signed/unsigned short (native size)
- "l/L" a signed/unsigned long (native size)
- "i/I" a signed/unsigned int (native size)
- "in/In" a signed/unsigned int with n bytes (a power of 2)
- "f" a float (native size)
- "d" a double (native size)
- "s" a zero-terminated string
- "cn" a sequence of exactly n chars corresponding to a single Lua string. An absent n means 1. The string supplied for packing must have at least n characters; extra characters are ignored.
- "c0" this is like "cn", except that the n is given by other means: When packing, n is the actual length of the supplied string; when unpacking, n is the value of the previous unpacked value (which must be a number). In that case, this previous value is not returned.
- "(" stop capturing values
- ")" start capturing values
- "=" current offset

Struct Examples

To match a C structure

```
/* C demo structure */
struct Str {
    char b;
    int i[4];
};
```

in Linux/gcc/x86 (little-endian, max align 4), use "<!4biiii"

To pack and unpack Pascal-style strings

```
sp = struct.pack("Bc0", string.len(s), s)
```

```
s = struct.unpack("Bc0", sp)
```

In the latter command, the length (read by the element "B") is not returned.

To pack a string in a fixed-width field with 10 characters padded with blanks

```
x = struct.pack("c10", s .. string.rep(" ", 10))
```

Library `twi` : TWI Hardware Interface

```
a1,a2... = twi.qy()
ok = twi.qy(addr,[addt])
```

Query TWI bus

Parameters

- `addr`: Device address to start
- `addt`: Device address to finish

Returns

- `a1`: Addresses
- `ok`: If found

Description

Queries the TWI bus.

```
res = twi.rd(addr,txt)
res = twi.rd(addr,num,[v])
```

Read TWI

Parameters

- `addr`: Device address
- `txt`: String to send during the read phase
- `num`: Number of bytes to read
- `v`: Output value while reading (default = 0xff)

Returns

- `res`: String bytes read. False if fails.

Description

Reads from the TWI bus.

HINT: Use the Lua `string.bytes(...)` to pull the reply apart.

```
res = twi.wr(add,txt)
res = twi.wr(add,b1,b2,b3)
```

Write TWI

Parameters

- **add**: Device address
- **txt**: String to write b#: Bytes to send

Returns

- **res**: String bytes read. False if fails.

Description

Writes to the TWI device.



You can mix and match the string and byte parameters.

Library `usb` : USB functions

```
usb.log([sub], txt)
```

Send log string to USB

Parameters

- `sub`: Optional sub section string.
- `txt`: Text to output to USB log stream

Returns

None

Description

Output a string for the USB log. Useful for debugging Lua Apps.

```
n, vp = usb.on()
```

Check USB connected

Parameters

None

Returns

- `cn`: USB Connected (at the protocol level)
- `vp`: Voltage present on the USB port

Description

Returns information about the USB port.

Library `utc` : Time Functions

```
txt = utc.fmt(format, [t])
```

Format UTC

Parameters

- `format`: C strftime format string
- `t`: UTC time value (integer). Default is now.

Returns

- `txt`: Formatted time string.

Description

Convert time into formatted text.

```
txt = utc.fn([t])
```

Filename UTC

Parameters

- `t`: UTC time value (integer). Default is now.

Returns

- `txt`: String of time in form 'YYYYMMDDHHMMSS'

Description

Returns a time string that is suitable for filenames.

utc.job(...)

Description

Convenience function same as job.utc

ok = utc.ok()

Check if UTC is sensible

Parameters

none

Returns

- `ok`: true if the time is sensible.

Description

Returns true if the time is sensible (i.e. > 2016-01-01 00:00:00)

Use this to determine when we've got a good time before continuing with data collection.

utc.set([utc], [tzm])

Set UTC time and timezone

Parameters

- `utc`: UTC time integer, or string
- `tzm`: optional time zone offset, in minutes

Returns

None

Description

Sets the real time clock.

```

utc.set('2017-01-01 10:00:00') -- just the time
utc.set(_, 120) -- just the Timezone (+2hr)
utc.set(1234567, 120) -- integer UTC and timezone

```

```
wd,spm,ds = utc.split(t)
```

Split UTC time

Parameters

- **t**: Time value (integer) or string

Returns

- **wd**: UTC time at 00:00:00 on this day
- **spm**: Seconds past midnight
- **ds**: Days since 1970-01-01

Description

Split the UTC time value into components.

```
spm = utc.spm(t)
```

Get seconds past midnight

Parameters

- **t**: Time value (integer) or string (Default is now.)

Returns

- **spm**: Seconds past midnight

Description

Calculate the seconds-past-midnight. i.e. the UTC time value with the day-portion subtracted.

```
txt = utc.txt([t])
```

Text of UTC

Parameters

- **t**: UTC time value (integer). Default is now.

Returns

- **txt**: String of time in form 'YYYY-MM-DD HH:MM:SS'

Description

Convert time into text.

```
tzom, tzos = utc.tz()
```

Get time zone

Parameters

None

Returns

- `tzom`: Time zone offset in minutes
- `tzos`: Time zone offset in seconds

Description

Returns the time-zone offset (as retrieved by the 3G modem).

```
t = utc.val(txt)
```

Convert string to UTC

Parameters

- `txt`: string time to convert

Returns

- `t`: UTC time value

Description

Convert text to either full date or seconds-past-midnight

```
local v = utc.val('08:00')
```

```
local v = utc.val('2017-06-03 12:15:00')
```

```
wd,ds = utc.wds(t)
```

Get whole days

Parameters

- **t**: Time value (integer) or string

Returns

- **wd**: UTC time at 00:00:00 on this day
- **ds**: Days since 1970-01-01

Description

Calculate the whole-day portion of the UTC time value.

Library `util` : Utility functions

```
t = util.add(t1, t2, ...)
```

Add tables

Parameters

- `t1`: Table
- `t2`: Table ...

Returns

- `t`: combined table

Description

Combines two or more tables into a single table. If keys in `t2` are present in `t1`, then `t2` takes precedence.

Effectively uses Lua's "pairs" on each table in turn. Lua equivalent for each table:

```
--[[ Equivalent Lua
t = {}
for k,v in pairs(t1) do t[k]=v
]]--
```

```
t = util.addi(tv1, tv2, ...)
```

Add indexed tables

Parameters

- `tv1`: Table or value
- `tv2`: Table or value ...

Returns

- `t`: Combined table

Description

Combines two or more tables (or values) into a single table.

Effectively uses Lua's "ipairs" on each table in turn. Lua equivalent for each table:

```
--[[ Equivalent Lua
t = {}
for k,v in ipairs(tv1) do table.insert(t, v)
]]--
```

Example:

```
local t1 = {1,2,3}
local t2 = {5,6,7}
local t3 = util.addi(t1, 4, t2, 8, 9)
-- t3 = {1,2,3,4,5,6,7,8,9}
```

```
u = util.au16(a, [be]) v3.00
```

Convert ASCII to UTF-16

Parameters

- **a**: ASCII text
- **be**: Set to true for Big-Endian encoding (default)

Returns

- **u**: UTF-16 encoded text

Description

Simple conversion into double character sequences.

```
u = util.au8(a) v3.00
```

Convert ASCII to UTF-8

Parameters

- **a**: ASCII text

Returns

- **u**: UTF-8 encoded text

Description

Simple conversion of 0x00-0x7f and 0x80-0xff into double character sequences.

```

cs = util.codesize(MYFUNC) v2.00
cs = util.codesize(nil, true) v2.00
cs = util.codesize(nil, function(cs,fn) print(fn,cs) end) v2.00

```

Estimate Lua codesize

Parameters

- **MYFUNC**: Function name to profile
- **cs**: Number of bytes (for callback)
- **fn**: Function name (for callback)

Returns

- **cs**: Number of bytes

Description

Calculate the RAM impact of a function, or all top-level functions.

The format `util.codesize(nil, true)` will print the individual function sizes to the console. Providing a function for the second parameter allows customisation of the results.

```

t,rtxt = util.csvt(txt, [opt]) v3.00

```

Convert CSV text to table

Parameters

- **txt**: ASCII line to parse
- **opt**: Optional table of parameters
 - **s** = Separator character (,)
 - **q** = Quote character (")

Returns

- **t**: Table of values
- **rtxt**: Remaining text (for incomplete quotation etc)

Description

This function converts an ASCII text line to a Lua table.

```
t1,t2 = util.cuti(t, idx)
```

Cut indexed table

Parameters

- **t**: Table that needs cutting in two
- **idx**: Index of first entry to be in second half

Returns

- **t1**: First half
- **t2**: Second half

Description

Cuts a table in half at the 'idx' point.

If idx=1, then t1 will be empty, and t2==t

Idx can be negative to indicate "n-th point from the end", so if idx=-1, then t1==t, and t2 will be empty.

```
local t1 = {1,2,3,4,5,6,7,8,9}
local t2,t3 = util.cuti(t1, 6)
-- t2 = {1,2,3,4,5}
-- t3 = {6,7,8,9}
```

```
v = util.dct(t) v2.00
```

Deep copy table

Parameters

- **t**: Table to deep copy

Returns

- **v**: Resulting copy of table

Description

Deep-copies a Lua table. Any changes made to **v** will therefore be independent of the original table **t**.



using the Lua standard `v=t` will only result in a single table in memory. Any changes to `v` will affect `t` as well. That's why a deep copy is needed to produce a replica of the original table that is independent.



Only the Lua types: LUA_TNIL, LUA_TBOOLEAN, LUA_TNUMBER, LUA_TSTRING, and LUA_TLIGHTUSERDATA are handled.


```
idx,found = util.find(t, v, [func]) v2.00
```

Find

Parameters

- **t**: Table of values
- **v**: Value to find
- **func**: Optional comparison function

Returns

- **idx**: Index (effectively the insertion point)
- **found**: Whether found in the list

Description

Binary search through the ordered table.



Uses the first entry of the table to determine whether string or number.

```
local idx,found = util.find( {1,2,3,4,5}, 3) -- > 3, true
local idx,found = util.find( {1,2,3,4,5}, 3.1) -- > 3,false
local idx,found = util.find( {'apple','orange','pear'}, 'orang') -- > 2,false
local idx,found = util.find( {'apple','orange','pear'}, 'oranges') -- > 3,false
local idx,found = util.find( {'apple','orange','pear'}, 'oranges',
  function compare(a,b) ①
    if a<b
    then return -1
    elseif a==b
    then return 0
    else return 1
    end) -- > 3,false
```

① Comparison function

```
n = util.iter(F00,start,[depth]) v2.00
```

Iterate table

Parameters

- **F00**: Function to call. `n = F00(o)` is the prototype.
- **start**: Starting object or table
- **depth**: (optional) table depth. Default = 3

Returns

- **n**: Count or total

Description

The function **F00** can return a value that is summed to form the total **n**.

```
kvco = util.kvc(nb,ni) v2.00
```

Create key-value container object

Parameters

- **nb**: Number of bytes for the data
- **ni**: Number of index entries

Returns

- **kvco**: KVC object

Description

Return a KVC object.

See [util.kvc](#)

```
t = util.remi(t, idx, [last])
```

Remove indexed table

Parameters

- **t**: Table that needs cutting in two
- **idx**: Entry to remove, or first entry to remove
- **last**: Optional last entry to remove

Returns

- **t**: Resulting table

Description

Returns a table that is 't' minus the entry at idx, or minus entries between idx and last (inclusive)

```
local t1 = {1,2,3,4,5,6,7,8,9}
local t2 = util.remi(t1, 6)
-- t2 = {1,2,3,4,5,7,8,9} (#6 removed)
local t3 = util.remi(t1, 6, -2)
-- t3 = {1,2,3,4,5,9} (#6-8 removed)
```

```
ty = util.tia(ta, tb) v2.00
```

Append index table

Parameters

- **ta**: Table A
- **tb**: Table B

Returns

- **ty**: Resultant table

Description

Append two indexed tables.

```
t = rt.tia({1,2,3},{'A','B'})
--> t = {1,2,3,'A','B'}
```

```
ty = util.tio(ta, tb) v2.00
```

OR indexed tables

Parameters

- **ta**: Table A
- **tb**: Table B

Returns

- **ty**: Resultant table

Description

OR together two indexed tables.



Useful for applying defaults to a table.

```
t = util.tio({1,_,3},{'A','B','C'})
---> t = {1,'B',3}
```

```
u = util.u16u8(u, [be]) v3.00
```

Convert UTF-16 to UTF-8

Parameters

- **u**: UTF-16 encoded text
- **be**: Set to true for Big-Endian encoding (default)

Returns

- **u**: UTF-8 text

Description

Converts Unicode 16-bit characters with either big or little endianness to UTF-8 encoding.

```
a,ok = util.u8a(u, [d]) v3.00
```

Convert UTF-8 to ASCII

Parameters

- **u**: UTF-8 encoded text
- **d**: Text to replace undefined characters (default ?)

Returns

- **a**: ASCII text
- **ok**: True if the decoding was ok

Description

Converts Unicode code points 0x0000 to 0x00ff into ASCII.

Invalid UTF-8 code points will return **ok** as false.

```
u,ok = util.u8u16(u, [be]) v3.00
```

Convert UTF-8 to UTF-16

Parameters

- **u**: UTF-8 encoded text
- **be**: Set to true for Big-Endian encoding (default)

Returns

- **u**: UTF-16 text
- **ok**: True if the decoding was ok

Description

Converts UTF-8 to Unicode 16-bit characters with either big or little endianness.

LCD and User Interface Library Extensions

Library key : Keyboard Library

The keyboard library provides scripting support for up to 8 push-to-make switches that are connected to an IO-expander on the I2C bus.

```
bf,td = key.get()
v,td = key.get(keyno)
```

Get key state

Parameters

- **keyno**: Which key to check (1-8)

Returns

- **v**: (boolean) whether the key is pressed (if keyno is provided)
- **bf**: (number) bit-field of the pressed keys (D0 = key #1)
- **td**: Time keys have been pressed (milliseconds)

Description

Get the state of an individual key, or all keys as a bitfield.

```
v = key.ign(bf)
v = key.ign(keyno, ign)
```

Ignore keys

Parameters

- **bf**: Number bitfield. If a bit is set then the key is ignored.
- **keyno**: Key number (1-8)
- **inv**: Whether to ignore (boolean)

Returns

- **v**: Bitfield of ignore field.

Description

Set which keys to ignore.



Removed in v3.00

```
ok = key.inj(keyno) v2.00
```

Inject keystroke

Parameters

- `keyno`: Key number 1-8

Returns

- `ok`: True if injected

Description

Injects a keystroke into the keyboard buffer.

```
v = key.inv(bf)  
v = key.inv(keyno, inv)
```

Set key inversion

Parameters

- `bf`: Number bitfield. If a bit is set then the key is inverted.
- `keyno`: Key number (1-8)
- `inv`: Whether to invert (boolean)

Returns

- `v`: Bitfield of inversion field.

Description

Set which keys to invert.

key.kre(keyno, en)

Set key repeat enable

Parameters

- **keyno**: Key number 1-8
- **en**: Whether to act on key repeats (true=repeat)

Returns

None

Description

Set the Key Repeat Enable. If an individual key has repeat enabled, then there will be a callback at the repeat interval all the time the key is kept pressed.

rt,it = key.kri(rt,[it])

Set keyboard repeat idle

Parameters

- **rt**: Repeat time (milliseconds)
- **it**: Idle time (milliseconds)

Returns

- **rt**: Repeat time (milliseconds) Default = 400ms
- **it**: Idle time (milliseconds) Default = 10000ms (10sec)

Description

Set the Key Repeat Idle time and repeat interval time.

`ok = key.ok()`

Check keyboard hardware

Parameters

None

Returns

- `ok`: True if the keyboard hardware was found.

Description

Check whether the keyboard is connected.

Key callback functions

```
function onKey#(keyno, isdown, t)
```

Individual key callback prototype

Parameters

- **keyno**: Key number 1-8.
- **isdown**: True if the key is pressed.
- **t**: Time, in milliseconds, that the key has been held down for.

Returns

None

Description

Callback for an individual key. Called after the [onKey](#) general callback.

```
function onKey2(kn, id, td)
  -- do something
end
```

```
function onKey(keyno, isdown, t)
```

Key global callback prototype

Parameters

- **keyno**: Key number 1-8. Or -1 for the Idle callback.
- **isdown**: True if the key is pressed.
- **t**: Time, in milliseconds, that the key has been held down for.

Returns

None

Description

Called when any key is pressed. This function is called first.

When the keyboard is idle, the [onKey](#) function is called with keyno=0 (allowing for a single function to handle all events). The [onKeyIdle](#) callback (if defined) is called after this function.

function onKeyIdle()

Keyboard idle callback prototype

Parameters

None

Returns

None

Description

Called when the keyboard has been idle.

See [key.kri](#) - Idle Time.

Library `lcd` : LCD Library



The LCD library was included in firmware v2.00. None of the LCD functions are in previous releases.

The `lcd` library provides low-level functions for displaying text, icons, and graphics.

Two LCD boards are supported (both from Electronic Assembly <http://www.lcd-module.com>):

- EA DOGXL-160
 - 160x104 monochrome
- EA DOGL-128 or EA DOGM-128
 - 128x64 monochrome

The LCD board is an optional attachment that also includes support for 8 keyboard switches.

See also the `key` library.



The LCD library will not function unless the keyboard library detects the keyboard chip!



The coordinate system has (0,0) as the top-left pixel.



The LCD library is a modified and improved version of the U8G2 library.

Hardware control

```
ison = lcd.act()
```

Check if the LCD is on

Parameters

None

Returns

- `ison`: true if the LCD is currently on

Description

Find out if the LCD is powered.

```
lcd.c(col)
```

Set LCD draw colour

Parameters

- `col`: Colour - 0=WHITE, 1=BLACK

Returns

None

Description

Set the current drawing colour.

```
lcd.ers()
```

Erase the LCD buffer

Parameters

None

Returns

None

Description

Erases the LCD buffer.

lcd.go([ison])

Display the current LCD buffer

Parameters

- **ison**: Whether to power on the LCD too (default=true)

Returns

None

Description

Display the current LCD buffer.

w,h = lcd.gss()

Get the LCD screen size

Parameters

None

Returns

- **w**: Width in pixels
- **h**: Height in pixels

Description

Get the LCD screen size dimensions.



X-coordinates will be from 0 to (w-1); Y-coordinates will be from 0 to (h-1)

```
v = lcd.idle(v)
```

Set or get LCD idle time

Parameters

- **v**: Idle time, in milliseconds

Returns

- **v**: Idle time, in milliseconds

Description

Set, or get, the LCD idle timeout.



Limited to >1500ms and <120000ms (2 minutes)

```
ok = lcd.init(width, [rot], [eng])
```

Initialise LCD hardware

Parameters

- **width**: Pixel width of LCD, either 160 or 128 (default=128)
- **rot**: Optional rotation 0, 90, 180, 270 (default=0)
- **eng**: True to route LCD to engineer port

Description

Initialise the LCD hardware.



RAM for the LCD buffer is taken from the Lua working RAM. The DOGXL160 requires 2k, the DOGL128 requires 1k.

lcd.off()

Turn off the LCD

Parameters

None

Returns

None

Description

Turns off the LCD.

ok = lcd.ok()

Find out if LCD hardware present

Parameters

None

Returns

- `ok`: true if the LCD hardware was found

Description

Check whether the LCD and keyboard is connected.

lcd.on(ison)

Control LCD state

Parameters

- `ison`: true if enabled

Returns

None

Description

Turn the LCD on, or off.



The LCD consumes about 700uA while on.

lcd.save(filename)

Save the LCD to a bitmap

Parameters

- **filename**: File to save the bitmap to.

Returns

None

Description

Save an NetPBM file [P4](#) style bitmap of the current LCD frame buffer.



Use the extension `.pbm` to be compatible with Photoshop, etc.

lcd.sdc(c)

Set LCD display contrast

Parameters

- **c**: Contrast, 0-255

Returns

None

Description

Set the display contrast.

Drawing functions

```
lcd.box(ft, x,y, w,h, [r])
```

Draw LCD box

Parameters

- **ft**: Fill type:
 - 'f' = filled
 - 'h' = hollow
 - 'r' = rounded hollow
- **x,y**: Starting point
- **w**: Width in pixels
- **h**: Height in pixels
- **r**: Radius, in pixels

Returns

None

Description

Draw a box, or a block.

```
lcd.cir(ft, seg, x,y, rx, [ry])
```

Draw LCD circle or ellipse

Parameters

- **ft**: Fill type
 - 'f' = filled
 - 'h' = hollow
- **seg**: Which segments to draw:
 - '*' or nil = all
 - 'L' = upper left
 - 'R' = upper right
 - 'l' = lower left
 - 'r' = lower right
- **x,y**: Centre
- **rx**: Radius for width
- **rh**: Radius for height (=rx if not present)

Returns

None

Description

Draw a circle, or ellipse, or segment.

```
lcd.l(x1,y1, x2,y2)
```

Draw LCD line

Parameters

- `x1,y1`: Starting point
- `x2,y2`: End coordinate

Returns

None

Description

Draws a line from (x1,y1) to (x2,y2) in the current drawing colour.

```
lcd.lh(x, y, w)
```

Draw LCD horizontal line

Parameters

- `x,y`: Starting point
- `w`: Width of line, in pixels

Returns

None

Description

Draws a horizontal line in the current drawing colour.

lcd.lv(x, y, h)

Draw LCD vertical line

Parameters

- **x,y**: Starting point
- **h**: Height of line, in pixels

Returns

None

Description

Draws a vertical line in the current drawing colour.

lcd.p(x, y)

Draw LCD pixel

Parameters

- **x**: X coordinate. 0-159
- **y**: Y coordinate. 0-103

Returns

None

Description

Set a pixel to the current drawing colour.

ok,x,y,w,h = lcd.pbm(x,y, filename, [invert])

Draw LCD PBM bitmap from file

Parameters

- **x,y**: Position (top left corner)
- **filename**: Name of the PBM file
- **invert**: Whether to invert drawing

Returns

- **ok**: True if loaded and drawn
- **x,y**: New position (bottom right corner)
- **w,h**: Width and height of the bitmap

Description

Draw a NetPBM P4 binary bitmap.



Photoshop refers to this as "Portable Bit Map", and saves as a `.pbm` file.

```
lcd.tri(ft, x1,y1, x2,y2, x3,y3)
```

Draw LCD triangle

Parameters

- **ft**: Fill type
 - 'f' = filled
 - 'h' = hollow
- **x1,y1**: Start corner
- **x2,y2**: Middle corner
- **x3,y3**: End corner

Returns

None

Description

Draw a triangle.

```
lcd.xbm(x,y, w,h, txt)
```

Draw LCD XBM bitmap string

Parameters

- **x,y**: Position
- **w**: Bitmap width
- **h**: Bitmap height
- **txt**: XBM encoded string

Returns

None

Description

Draw a bitmap on the LCD frame buffer.

Font and Text functions

```
fa,fd = lcd.f(name)
```

Set the LCD font

Parameters

- **name**: Font name string

Returns

- **fa**: Font ascent
- **fd**: Font descent

Description

Choose a font to write with.

```
lcd.fr(rot)
```

Set LCD font rotation

Parameters

- **rot**: Rotation angle, 0, 90, 180, 270

Returns

None

Description

Set the font rotation angle.

lcd.ft(tr)

Set LCD font transparency

Parameters

- **ft**: Whether transparent font. 1=transparent; 0=opaque

Returns

None

Description

Set the font drawing method.

fa,fd = lcd.gad()

Get the LCD ascent and descent metrics

Parameters

None

Returns

- **fa**: Font ascent
- **fd**: Font descent

Description

Get the current font's ascent and descent metrics.

lcd.gly(x,y, gn)

Draw LCD glyph

Parameters

- **x,y**: Coordinate
- **gn**: Glyph number

Returns

None

Description

Draw a Unicode glyph from the current font.


```
w,fa,fd = lcd.gtw(txt)
```

Get LCD text width

Parameters

- `txt`: UTF-8 text to measure

Returns

- `w`: Width in pixels
- `fa`: Font ascent
- `fd`: Font descent

Description

Measure the width of a UTF-8 string in the currently selected font.

```
x,y,w,h = lcd.t(x,y, txt)
```

Draw LCD text

Parameters

- `x,y`: Coordinate for the baseline
- `txt`: UTF-8 text to print

Returns

- `x`: Updated x position
- `y`: Updated y position
- `w`: Width of text
- `h`: Height of text

Description

Draw the `txt` at the position `x,y` with the currently selected font.



You can throw away all, or some, of the return values.

```
local x = 10
x = lcd.t(x, 10, 'Hello ')
x = lcd.t(x, 10, 'world!')

local y, _
y = 10
_,y = lcd.t(10, y, 'Line 1')
_,y = lcd.t(10, y, 'Line 2')
```

Font names

Single size

- "gt" Glasstown (modified u8g2_font_glasstown_nbp_t_all)

X11 fonts

- "4x6"
- "5x8"
- "6x10"
- "6x12"
- "7x13"
- "7x13b" Bold
- "7x13e" Emphasised
- "9x15"
- "10x20"

ProFont

- "pf10"
- "pf11"
- "pf12"
- "pf15"
- "pf17"
- "pf22"
- "pf29"

Icon and special fonts

- "batt6"
- "cell6"
- "i1" OpenIconic x 1
- "i2" OpenIconic x 2
- "i4" OpenIconic x 4
- "sk7" Soft key icons
- "uf" Unifont symbols

Library `ui` : User Interface LCD Library



The LCD library was included in firmware v2.00. None of the LCD functions are in previous releases.

The `ui` library provides high level user interface functions for keyboard and LCD operation.

See also: `lcd` and `key` libraries.

The UI library is designed to be extremely memory efficient. The LCD frame buffer will take just over 2k (for an EA-DOG160XL LCD). Only the currently viewed UI element will be loaded into Lua's RAM - with everything else existing in comments within the Lua App file.

The UI will enter power save after a brief period, and can be instantly woken with a press of a key.



The UI is called from the context of the LuaEvents task. Consequently, ensure any functions do not block - otherwise you will hold up the rest of the system. (Best to trigger flags that are then executed within the Lua Loop task.)

Boilerplate code

The code here shows the smallest UI code required. Additional information is provided in the following chapters.

```
--[[Mmain1] ①  
Nsample  
[Main menu]  
Welcome!  
Alive {i.pwr_alv} sec  
]]--  
  
--[[Nsample] ②  
my_value  
[Choose a value]  
Something {2} units  
99  
-99  
]]--  
  
lcd.init(160) ③  
ui.go()  
ui.push('Mmain')
```

- ① The UI element for page 1 of [Mmain](#)
- ② The UI element for a number editor [Nsample](#), with a 2 decimal-place value between -99 and +99
- ③ The initialisation sequence for an EA-DOG160XL display

UI Element : Menu

The prefix **M** is for menu. The UI core will try and access **Mname1** to begin with, and pressing the **DOWN** button will sequence through the digits until no more are available in the file.

```
--[[Mname1] ①
Next      ②
  (OR)
/execfunc ②
  (OR)
.         ③
[Title]   ④
CommentText ⑤
Label {%f,my_value} ⑥
Label-{c.lua_app} {{%f,my_value}} Units ⑦
Label {%*f,my_value} Units ⑧
/funcname ⑨
]]-- ⑩
```

- ① The first menu item for level **name**
- ② The UI element to push, or Lua function to call, when **SET** is pressed.
- ③ Use a dot when there is no **Next** or function, and there is no **[Title]**
- ④ (optional) Title string
- ⑤ A line that is shown as a comment
- ⑥ A line that is shown with a label and right-justified small number
- ⑦ A line with label, formatted value, and units. Note the double **{** to allow **rt.exp** expansion of Label and Units
- ⑧ The ***** denotes a line with big formatted value.
- ⑨ A Lua function hook for the line
- ⑩ The end of the UI element.

Example

Menu with: * static text on page 1 that leads to a number editor * static text on page 2 that leads to a list picker * dynamic text on page 3 showing two values

```
--[[Mmain1]
Nvalue
[Edit value]
Press SET/RIGHT to edit the value.
]]--

--[[Mmain2]
Litems
[Choose list]
Press SET/RIGHT to choose from the list
]]--

--[[Mmain3]
.
[Display only]
Alive {*%.0f,i.pwr_alv}
Serial {i.rt_sn}
]]--
```

UI Element : Values with editing

A UI menu that has no `Next` or `/execfunc` can be used to have in-place-editing values, saving several separate pages and glue-code.



If you accidentally assign a `Next` or `/execfunc` then the UI will never enter the edit mode. (Even if you have assigned the in-place editing `write;dps;min;max` values)

```
--[[Mname2] ①
.           ②
[Title]    ③
Label {%1f,my_value;my_value;1;-10} ④
Label {%1f,my_value;/WriteFunc;1;-100;200} Units ⑤
Label {*%1f,my_value} Units ⑥
Jump {;>Ltest} ⑦
Call {;/CallFunc} ⑧
]]-- ⑨
```

- ① The second menu item for level `name`
- ② Use a dot when there is no `Next` or function, and there is no `[Title]`
- ③ (optional) Title string
- ④ Edit value: write to `my_value`; 1 decimal place; minimum=-10
- ⑤ Edit value: write with function `WriteFunc(VALUE)`; 1 decimal place; minimum=-100; maximum=200
- ⑥ View only big value.
- ⑦ A label that will jump to the UI element `Ltest`
- ⑧ Lua call to `CallFunc(uiname, uilevel)`
- ⑨ The end of the UI element.



Using negative decimal places will increment/decrement in tens, hundreds, etc. e.g. -3 will use 1000 as a delta.

UI Element: Number Editor

The prefix **N** is for number-editor. The number editor can show an optional title, and specify optional maximum and minimum values.

```
--[[Nname] ①
Read ②
(OR)
Read,Write ②
(OR)
/readfunc,/writefunc ②
[Title] ③
Label {dp} Units ④
Maximum ⑤
Minimum ⑥
]]-- ⑦
```

- ① The UI element name
- ② Either read; read+write variables. Can also be a Lua function name prefixed with /
- ③ (optional) Title string
- ④ Label, decimal places, and Units
- ⑤ (optional) Maximum value
- ⑥ (optional) Minimum value
- ⑦ End of the UI element.

Example 1

Number editor that reads `my_val` and shows to 1 decimal place. When saved, the variable `my_val` is updated:

```
--[[None]
my_val
[Edit my_val]
Value {1} cm
]]--
```

Example 2

Number editor that reads `my_val` and shows to 1 decimal place. When saved, the variable `other_val` is updated:


```
--[[Ntwo]
my_val,other_val
[Edit my_val, save other_val]
Value {1} cm
]]--
```

Example 3

Number editor that uses a function `getmyval` to obtain the value. When saved, the function `setmyval` is called to store the value:

```
--[[Nthree]
/getmyval,/setmyval
[Edit with max + min]
Value {1} cm
100
0
]]--
```

```
function getmyval()
  return my_val
end
```

```
function setmyval(v)
  my_val = v
end
```

UI Element: List Picker

The prefix **L** is for the list-picker.

```
--[[Lname] ①
Read ②
(OR)
Read,Write ②
(OR)
/readfunc,/writefunc ②
[Title] ③
/listfunc ④
(OR)
item1 ④
item2
item3
etc
]]-- ⑤
```

- ① The UI element name
- ② Either read; read+write variables. Can also be a Lua function name prefixed with /
- ③ (optional) Title string
- ④ Either a Lua function name for a software list, or the list of items
- ⑤ End of the UI element.

Example1

List picker that reads and writes to the variable `yn_answer`:

```
--[[Lyesno]
yn_answer
[Decide]
No
Yes
]]--
```

Example 2

List picker that uses functions `getyn` and `setyn` to read and write the values. Also uses a Lua function to generate the list contents - in this example the list is taken from a Lua table.

```
--[[Lsoft]
/getyn,/setyn
[Decide]
/ynlist
]]--

thelist = {"No", "Yes"}

function getyn()
    return yn_answer
end

function setyn(v)
    yn_answer = v
end

function ynlist(n)
    if not n then return #thelist end
    return thelist[n]
end
```

UI Element: Settings and Hooks

The UI elements can be expanded with additional modifiers. Place these before the `[Title]` value.

`:hook:funcname`

Draw hook

Parameters

- `funcname`: Name of a Lua function

Description

Add a draw hook that is called at the end of each LCD update.

You can use this to draw a bitmap for the selected list index, etc.

Example draw hook:

```
function MyDrawHook(name,menuidx,value)
  --name      = UI name, e.g. 'Mtest1'
  --menuidx   = UI index
  --value     = value in the UI.
  --          = Menu or list index, or Number
end

--[[Mname1] ①
/dothis     ②
:hook:MyDrawHook ③
:key:GO!    ④
:skms:2000  ⑤
[Title]    ⑥
Label {%.1f,my_value}
Label {%.1f,my_value} Units
L-{c.somelabel} {{"%.1f,my_value"}} {c.someunits}
]]-- ⑧
```

- ① The UI name
- ② Lua function call
- ③ Hook to display
- ④ The SET button will show GO!
- ⑤ You must hold the SET button down for 2 seconds

`:skey:text`

SET key override

Parameters

- `text`: String to use for the SET key

Description

Override the key text. (See the example in `:hook:funcname`)

`:skms:time`

SET key milliseconds

Parameters

- `time`: The time delay, in milliseconds

Description

Add a delay to the SET key. (See the example in `:hook:funcname`)

ui._bar

Default uiBar handler

Description

Default `uiBar` handler for the UI.

ui._key

Default onKey handler

Description

Default `onKey` handler for the UI. This has been made available so the default handler can be intercepted and overridden.

ui._cell

Default uiCell handler

Description

Default `uiCell` handler for the UI. Draws a large timer and big icons for the status of the cellular modem.

ui.box(title, [y])

Draw UI box

Parameters

- `title`: Title text
- `y`: Top y-coordinate

Description

Draws the optional title box, and main box (according to the UI preferences set).

`ui.go()`

Start the UI

Parameters

None

Description

Start the UI. Applies the defaults, hooks the `onKey` callback, and begins the UI.

`ui.key(kn,txt,[tfn])`

Draw soft key

Parameters

- `kn`: Key number, 1 to 4
- `txt`: String to display
- `tfn`: True if a text font should be used

Returns

None

Description

Draw a soft-key (useful in the display hook callback)

`name = ui.pop()`

Pop UI element

Parameters

None

Returns

- `name`: Element name

Description

Pops a UI element off the stack.

`ui.popa([all])`

Pop all UI

Parameters

- `all`: True to pop everything, false to pop everything except the top-level

Description

Pops all UI elements off the stack.

`ui.push(name)`

Push UI element

Parameters

- `name`: Element name

Description

Push a UI element onto the stack. The element is loaded from either the current Lua App, or to filename set with `ui.set.i8n`.

`ui.ssk(txt)`

SET key icon

Parameters

- `txt`: String to use for the SET key

Returns

None

Description

Set the text or icon for the SET key.


```
name, val, index = ui.top()
```

Get the top UI element

Parameters

None

Returns

- **name**: Name of the UI element
- **val**: Value of the stack
- **index**: Stack pointer for the element

Description

Accesses the top element on the UI stack.

```
txt = ui.txt()
```

Get UI element text

Parameters

None

Returns

- **txt**: The text loaded by `app.txt`

Description

Provides access to the full text within the UI element.

```
y = ui.val(y, label, value, units, [big])
```

Show values on LCD

Parameters

- **y**: Y-position to draw the line
- **label**: The label text
- **value**: The value text
- **units**: The units text
- **big**: True to show large value text

Description

Draws a single row of label/value/units.

The formatting is different depending on the contents of **value** and **units**.

```
ui.yes()  
ui.yes(txt,[fontname]) v3.00  
ui.yes(func) v3.00
```

Show YES tick

Parameters

- **txt**: Text for the popup
- **fontname**: Font to use (default 'i4')
- **func**: Function to call for drawing

Returns

None

Description

Show the UI confirmation 'tick'.

If **func** is used, then the function can perform LCD drawing functions. The screen will already be blank on entry, and be drawn on exit.

Preference settings

The preferences can control the look and feel of the UI.

```
tc, bc, kc = ui.set.c(tc, bc, kc)
```

Set UI colours

Parameters

- **tc**: Title colour
- **bc**: User box colour
- **kc**: Softkey colour

Returns

- **tc**: Title colour
- **bc**: User box colour
- **kc**: Softkey colour

Description

Control the colour of UI elements.

```
fn = ui.set.i8n(filename)
```

Set UI filename

Parameters

- **filename**: Filename to load UI elements from

Returns

- **fn**: Current filename

Description

Set the internationalisation file. By default the UI elements are loaded from the current Lua App file.



Make sure the chosen **filename** contains **all** the elements referred to in the App!

`v = ui.set.idle([n])`

Set UI idle time

Parameters

- **n**: Number of seconds the UI should show when idle

Returns

- **v**: Current value

Description

Sets, or gets, the current UI idle time.



Use a time of -1 to show the UI always.

```
ui.set.idle(-1) -- Show always
```

`ui.set.km(bk,uk,dk,sk)`

Set UI key mapping

Parameters

- **bk**: Back key number (1)
- **uk**: Up key number (2)
- **dk**: Down key number (3)
- **sk**: Set key number (4)

Description

Override the Key Mapping. The soft-keys will be rearranged to match the key assignments.



Key 1 is on the left of the display; Key 4 is on the far right of the display.

```
ui.set.km(4,3,2,1) -- reverse
```

```
ui.set.km(1,3,2,4) -- swap UP / DOWN
```

```
kr = ui.set.kr(kr)
```

Set UI key repeat

Parameters

- `kr`: Key repeat time

Returns

- `kr`: Key repeat time

Description

Set the Key Repeat value.

```
tr,br,kr = ui.set.r(tr,br,kr)
```

Set UI rounded corners

Parameters

- `tr`: Title round value (pixels)
- `br`: User box round value (pixels)
- `kr`: Softkey round value (pixels)

Returns

- `tr`: Title round value (pixels)
- `br`: User box round value (pixels)
- `kr`: Softkey round value (pixels)

Description

Control whether UI elements have rounded corners.

ui.set.ui(xt, ft)

Set UI font positions

Parameters

- `xt`: Table of X-positions
- `xt.t`: X-pos for Text
- `xt.l`: X-pos for Labels
- `xt.u`: X-pos for Units
- `xt.vl`: X-pos for left justified Values (no units)
- `xt.vr`: X-pos for right justified Values (with units)
- `ft`: Table of Font names
- `ft.t`: Font for Text
- `ft.l`: Font for Labels
- `ft.u`: Font for Units
- `ft.s`: Font for Value small size
- `ft.m`: Font for Value medium size
- `ft.b`: Font for Value big size

Description

Overrides one, or more, of the X-positions, and/or the fonts used for UI components.



Apply settings **after** calling `ui.go`

UI Callbacks

```
h = uiBar()
```

uiBar callback prototype

Parameters

None

Returns

- **h**: Height of the status bar (the default `ui._bar` returns a height of 8 pixels)

Description

An override callback for the top line status bar.

```
show = uiCell()
```

uiCell callback prototype

Parameters

None

Returns

- **show**: Return `false` to prevent the call to `lcd.go`. Any other value will show the contents of the LCD buffer.

Description

An override callback for the cellular status LCD display.

The default `uiCell` function should be sufficient for most requirements.



You do not have to call `lcd.go` - this is handled in the firmware.

uiSmp()

uiSmp callback prototype

Parameters

None

Returns

None

Description

An override callback for the sample LCD display.

This callback is invoked if [smp.save](#) is called - allowing you to display important values from the last saved sample.



You do not have to call [lcd.go](#) - this is handled in the firmware.

Configuration Variables

The `rt.buffer` stores the configuration variables inside an efficient C++ `key=value` memory structure that has about 6k of space.

The contents of this store are saved and read from the file `/Config/config.txt`

The `config.txt` file is updated 500ms after configuration changes have stopped happening. Conversely, editing `config.txt` through the USB HID interface will trigger a reload of the `config.txt` into RAM.

However, to make life much easier inside Lua, the values can be queried and modified directly as a Lua global table, called `c`.

Within the C++ structure, the keys are organised in ASCII order, with the underscore (`_`) character representing the branches of a tree. This method enables simple 'wildcard' style erasing and querying of sets of values, and is also compatible with Lua's syntax.

```
c.my_value = 123
c.my_other = 'A string'
c.my_more = 'A complex \r\n string\twith\x00controlcodes' ①

c.mynot = 'Not the same tree'
c.my_other=_ -- erases just one key-value
c.my=_ -- erases all c.my* key-values. But c.mynot remains
```

① See https://en.wikipedia.org/wiki/Escape_sequences_in_C for examples of escaped characters. e.g. `'\t'` = TAB, `'\r'` = CR, `'\x00'` = NULL, etc

A handful of configuration parameters are fixed, and used within the firmware. The Lua App can choose to make use of additional configuration parameters as needed.

The following sections list the firmware-fixed configuration settings.

Config `c.alm` : Alarm

```
c.alm_txt01 = ''  
c.alm_txt02 = '' ...
```

Description

Text names for the alarms 01-32.



(Developers) Can be retrieved in Lua with `alm.txt(...)` function.

Config `c.arc` : Archive Parameters

The `/Archive/` folder saves copies of the files that are sent. When the file count is exceeded, or the total bytes is exceeded, the oldest files are removed from the folder.

- The folder is `flat` - any files that do not begin with `/Send/` are mapped so that the `/` characters are replaced by `^` symbols.
e.g. `/MyFolder/myfile.txt` is archived as `/Archive/MyFolder^myfile.txt`

If you create sub-folders within `/Archive/` then these folders will not be scanned, nor curated (i.e. they will stay there and not be pruned).

```
c.arc_fc = 32 v1.00
```

Description

Maximum number of files to keep in the `/Archive/` directory.

```
c.arc_kb = 4096 v1.00
```

Description

Maximum number of kilo-bytes to keep in the `/Archive/` directory.

Config `c.cell` : Cellular

```
c.cell_apn = 'Internet'
```

Description

APN name for the Internet connection

```
c.cell_auth = -1
```

Description

(optional) Override the APN authentication method

- `-1` = Auto (depending on `c.cell_user` + `c.cell_pass`)
- `0` = None
- `1` = PAP only
- `2` = CHAP only
- `3` = PAP/CHAP

```
c.cell_hof = 10
```

Description

(optional) hold off failure time, in minutes.

```
c.cell_hos = 2
```

Description

(optional) hold off success time, in minutes.

```
c.cell_mto = 15
```

Description

(optional) Maximum time online, minutes.

```
c.cell_pass = ''
```

Description

(optional) Password for the Internet connection

```
c.cell_pin = ''
```

Description

(optional) PIN number for the SIM card

```
c.cell_sms = ''
```

Description

(optional) Default SMS target number. Should be in international format (i.e. starting with "+" and the country code)

```
c.cell_user = ''
```

Description

(optional) Username for the Internet connection

Config `c.iot` : IoT Parameters

```
c.iot_data = ''
```

Description

(optional) Data process URL or path.

Uses Lua expansions.

```
c.iot_gz = 1
```

Description

(optional) Use GZIP compression and naming.

```
c.iot_job = '@23:00'
```

Description

(optional) Job string for Data delivery (and Update).



(Developers) Sets both `onJob11` for Update, and `onJob12` for Data delivery, unless `c.iot_ujob` is set in which case `c.iot_job` does just data.

```
c.iot_ntp = 'time.apple.com'
```

Description

(optional) NTP server name.

```
c.iot_tfr = 1
```

Description

(optional) Use Temp File and Rename for FTP.

Set to 0 to disable this method and send the file directly.



`c.iot_tfr=1` requires the user FTP account support renaming. However, this approach is **STRONGLY** recommended as it ensures files are completely transferred. Just make sure your back-end processes ignore `*.tmp` files (It is also a good idea to purge very old `*.tmp` files, e.g. over 1 month old.)

```
c.iot_tz = 60 v3.00
```

Description

(optional) Timezone override, in minutes.



When set, there is no DST (Daylight Saving Time) applied.

```
c.iot_ujob = _
```

Description

(optional) Update job string. If not present, then `c.iot_job` sets both update and data job strings.

```
c.iot_upd = 'Update/{c.site_name}'
```

Description

(optional) Update URL or path for the update mechanism, relative to `c.iot_url` (although can be an absolute URL too!)

Uses Lua expansions - see [rt.exp](#).

```
c.iot_url = ''
```

Description

(required) Base URL for IOT.



This uses Lua expansions.



Required!

```
c.iot_url = 'ftp://mp:pm@ftp.scannex.com/Upload/{c.site_name}-{i.rt_sn}'
```

```
c.iot_user = ''
```

Description

(optional) User process URL or path.

Uses Lua expansions.

```
c.iot_var = 3600
```

Description

Server variance (seconds).

Jobs that are scheduled can be skewed by a combination of `c.iot_var` and the serial number of the `rt.buffer`. This ensures that your server does not get 'hit' by many `rt.buffer` devices all at the same time, but are spread over time.

Config `c.lua` : Lua Configuration

```
c.lua_app = ''
```

Description

The App name to run.



This configuration value is **required** for the `rt.buffer` to work. And the corresponding `.lua` app must already be in the `/Lua` folder.

Config `c.site` : Site Deployment

```
c.site_loc = ''
```

Description

Optional Site location details. Can be used by the App.

```
c.site_name = ''
```

Description

(optional) rt.buffer Site Name.

Used by the smp library for naming the files.

Config `c.term` : Terminal Controls

```
c.term_epw = 1 v1.00
```

Description

(optional) Whether Engineer Serial Port needs a password.

If there is a dedicated MCU connected to the Engineer Serial Port, then this can be set to 0 so that no password is required (but it will be required from the USB still if `c.term_pass` is set).

```
c.term_pass = ''
```

Description

(optional) Terminal password.



Do NOT forget this password - there is no backdoor.

Config `c.tls` : Security Settings

```
c.tls_csc = 0xffff v1.00
```

Description

(optional) The modem cipher suite code for IoT connections

Recommend either `0x0035` or `0x002f` as a balance between security and server compatibility.

- `0x003D` = TLS_RSA_WITH_AES_256_CBC_SHA256 (Only possible when `c.tls_ver=3` since AES-256/SHA-256 is only available in TLSv1.2)
- `0x0035` = TLS_RSA_WITH_AES_256_CBC_SHA1
- `0x002F` = TLS_RSA_WITH_AES_128_CBC_SHA1
- `0x0005` = TLS_RSA_WITH_RC4_128_SHA1
- `0x0004` = TLS_RSA_WITH_RC4_128_MD5
- `0x000A` = TLS_RSA_WITH_3DES_EDE_CBC_SHA1
- `0xFFFF` = Support all ciphersuites above (default)

```
c.tls_ilt = 1 v1.00
```

Description

(optional) Ignore Local Time [1: Checking the time against the certificate requires the local `rt.buffer` time be valid too!]

- 0 = Care about time checks for certificates
- 1 = Ignore time checks

```
c.tls_ver = 3 v1.00
```

Description

(optional) TLS Version

- 0 = SSLv3 (not recommended)
- 1 = TLSv1.0 (not recommended)
- 2 = TLSv1.1
- 3 = TLSv1.2

Config `c.toa` : Terminal Over the Air settings

The Terminal Over the Air mechanism connects a TCP socket (or TCP+SSL) to an Internet server and provides a full link to the `rt.buffer`'s terminal interface.

```
c.toa_ito = 120 v1.10
```

Description

The idle timeout, in seconds, for the terminal.

If nothing is received from the server connection in this time, the `rt.buffer` will close the connection.

```
c.toa_key = NIL v1.10
```

Description

The shared secret key for HMAC-SHA-256 mutual authentication between the `rt.buffer` and the server.

This is for the link-level, so any terminal password will still be requested after the link has been established.

```
c.toa_pass = NIL v1.10
```

Description

The password override for the TOA terminal.

If this field is not present the `c.term_pass` password is used. This setting allows you to keep the passwords separate.

```
c.toa_try = 300 v1.10
```

Description

The number of seconds to keep trying to make a TCP socket connection to the server. There is a 15 second pause between successive attempts.)

```
c.toa_url = '' v1.10
```

Description

The URL details for the TOA link.

TCP and TCPS (SSL) links are currently handled.

```
c.toa_url='tcp://matt@terminal.scannex.com:12345/Path/To/Resource'
```

This example will use a plain-text TCP client connection to terminal.scannex.com on TCP port 12345.

Once connected, a CONNECT header will be sent to the server with the [/Path/To/Resource](#) and `user:matt` fields.

Config `c.user` : User IoT settings

The user process is typically triggered by the magnet.

```
c.user_ins = 15
```

Description

The interval, in seconds, for the default User mode (by default: how many seconds to wait after sending the diagnostics data before sending again).

```
c.user_onm = 2
```

Description

The online time, in minutes, for the default User mode (by default: how many minutes to keep pushing the diagnostics data).

Information Variables

Like the Configuration table, the global table `i` provides a window into some internal C++ values (without consuming Lua memory).

However, there are two 'real' Lua tables available too - that can be used for passing back application-specific information. = Info `i.app.XXXXX` : Application



For developers.

This is also a real Lua table that can be used by the application to hand back information through the USB console, or through the diagnostic dumps, etc.

The `i.app` table can contain additional tables within it, and these will be handled correctly.

```
-- within App
i.app.mine = {} -- blank table

-- later in the App
i.app.mine.v = 123
i.app.mine.too = 'Hello'
```

```
-- Within the USB terminal or via Update.txt:
lv i.app.mine
```

Info `i.cell` : Cellular Information

Modem activity

`i.cell pha` ^{v1.10} removed

Description

The current, or last, phase of the cellular activity. (If `i.cell_sta` is 'off' then this is the last phase).

- `_ / NIL` = idle
- `'update'` = update process
- `'ntp'` = time sync
- `'pass'` = pass thru
- `'toa'` = Terminal Over Air
- `'user'` = User Process
- `'data'` = Data Upload
- `'loop'` = Loopback control
- `'hold'` = Hold-off

`i.cell_pwr`

Description

Total number of seconds the modem has been powered.

i.cell_sta

Description

String containing the state of the modem:

- 'off' = powered off
- 'pwr' = powering on
- 'reg' = registered
- 'online' = PDP context
- 'fail' = serious error
- '?' = unknown error

Modem timings

Cellular timings are split into the "Current" details, and the "Last" details - so you can see what the last transfer status was.

`i.cell_c_XXXX` has the current timings; `i.cell_l_XXXX` has the last timings.

i.cell_X_csq ^{v1.03}

Description

The signal quality indicator.

- 0-1 = nothing
- 2-9 = marginal
- 10-14 = ok
- 15-19 = good
- 20-31 = excellent
- 99 = unknown

i.cell_X_log v1.10**Description**

Brief textual log of the modem activity and errors.

When the modem is powered up, the string starts with a colon ":".

Each job is listed. Any errors are listed with an exclamation mark "!" followed by the error.

Additional jobs are delimited by a comma "," and when the job list is complete the string is terminated with a full-stop "."

```
i.cell_c_log = ':ntp,update,test!FTP(625/530)!Connect.'
```

Shows that NTP time sync worked; the update process worked; but the test phase failed with an FTP 530 error (not logged in) - which failed the connection phase.

i.cell_X_od v1.03**Description**

Online Duration. How many seconds the rt.buffer was online for.



Being online only implies an IP address and does not guarantee access to the wide Internet.

i.cell_X_pd v1.03**Description**

Power Duration, in seconds. i.e. how many seconds the modem was powered up.

i.cell_X_pu v1.03**Description**

Power UTC. The UTC time the modem was successfully powered up. (Power was applied about 5 seconds earlier.)

i.cell_X_rs v1.03**Description**

Registration Seconds. How many seconds it took to get registered on the cellular network.

i.cell_X_sc v1.03**Description**

Server Connected. Whether the IoT server was connected.

- 0=no server(s) connection
- 1=at least one server connection made

Info `i.fw` : Firmware Information

`i.fw_blv`

Description

BootLoader version

`i.fw_date`

Description

Firmware date

`i.fw_desc`

Description

Firmware name

`i.fw_ver`

Description

Firmware version

Info `i.iot` : IoT Information

`i.iot_var`

Description

The actual number of seconds this `rt.buffer` will have variance-enabled schedules delayed.

Info `i.lua` : Lua Information

`i.lua_run`

Description

The seconds-alive value when the Lua App was started.

Zero means there is no Lua loop running - either onLoop has quit, or has not been defined.

Info `i.rt` : `rt.buffer` Information

`i.rt_cbf`

Description

Number of configuration store bytes free.

`i.rt_sn`

Description

Serial number string

`i.rt_utc`

Description

The current time.

Info `i.smp.XXXX` : Samples

This is a real Lua table that is used for the activities of the Lua App's Sample (smp) library. By default, any record that is saved by the Lua App will update these info entries.

These parameters are only updated when the default smp table (ft) is used. When other tables are used - e.g. when handling multiple sample files - these info variables are not updated.

`i.smp.cnt`

Description

The number of times that smp.save has been called.

This counter is reset if the rt.buffer is cold-booted, watchdog restarted, or Lua reboots.

`i.smp.txt`

Description

The last text that was written with smp.save

`i.smp.utc`

Description

The UTC time that smp.save was last called

Info `i.pwr` : Power Information

`i.pwr_alv`

Description

Seconds alive.

`i.pwr_ccb`

Description

Battery capacity, in C.

`i.pwr_ccu`

Description

Estimated charge used

`i.pwr_full` v3.00

Description

Set to 1 if running at full power.

0 = running on backup mode.

`i.pwr_pct` v1.00

Description

Estimated percentage power remaining (0-99%)

`i.pwr_slp`

Description

Number of seconds spent asleep (in ultra-low power mode).

`i.pwr_tob`

Description

Number of seconds running on battery.

Terminal Commands

These commands apply to the `rt.buffer>` prompt that is available through rtbTool via USB, serial, or TCP Terminal-Over-the-Air.

Terminal: Internal Debug Commands



These commands are not guaranteed to remain, and the format may change. They are primarily for Scannex development and testing.

led

Description

Show LED status.

mv

Description

Show the millivolt readings for power, etc.

ninv

Description

Show the sense inputs on the COM ports.

pmm

Description

Show power manager modes.

wde
wde0

Description

Show watchdog entries.

wde0 will reset the maximum counters.

work-
work+

Description

Decrement or increment the counter for hard-work.

If the counter is >0 then the CPU runs at 96MHz and will not enter low power mode.

Terminal: External Devices

adc

Description

Show the ADC readings.

pcr

Description

Pulse Counter Reset.

pcv

Description

Show Pulse Counter Values.

pt[@]d [STOP]

Parameters

- **@**: Include the '@' symbol to pass the characters directly to the terminal. Without the '@' then control characters are escaped in Javascript/Lua/C style.
- **STOP**: Optional Lua expression to alter the stop sequence. Normally the [ESC] key quits the pass through mode.

Description

Enter pass-through mode for the Device COM port.



Use the `pt@d` format when using software to communicate directly through `rtbAPI.dll` or USB-HID control.



Without the `@` symbol e.g. a NULL will be escaped in ASCII as `\x00`, an ACK character as `\x06` etc. See https://en.wikipedia.org/wiki/Escape_sequences_in_C - but `\r`, `\n`, and `\t` are sent as real characters CR, LF, TAB.



Although the STOP can be a string sequence, the terminal is not fully buffered. If you are using a keyboard, then just use a single character!

```
ptd
pt@d
ptd '!'
ptd '\x1b'
```


pt[@]e [STOP]

Parameters

(as for ptd above)

Description

Enter pass-through mode for the Engineer COM port.

Terminal: General Functions

boot
reboot

Description

Reboot the rt.buffer immediately. If USB is connected, the rt.buffer will remain in the Boot Loader for 5 seconds (unless you type a boot loader command).`

deepsleep

Description

Turn 'off' the rt.buffer.



You can only wake up by reconnecting the Engineer serial port or USB for more than 1 second.

info

Description

Show information about the firmware.

temp

Description

Show temperature.

```
time  
time YYYY-MM-DD HH:MM:SS [TZ]
```

Parameters

- **YYYY**: Year
- **MM**: Month
- **DD**: Day
- **HH**: Hour
- **MM**: Minute
- **SS**: Second
- **TZ**: (Optional)timezone offset, in minutes

Description

Show the current time information, or set and show the time.

Terminal: Lua Core

```
lboot
```

Description

Reboot Lua.



If the modem is active, the actual reboot will occur once Lua is unlocked. v3.00



The prompt will be shown when the reboot has happened. [ESC] will return to the prompt. v3.00

```
lgc  
lgc0
```

Description

Garbage collect Lua memory and show stats.

`lgc0` will show and reset the statistics.

```
lm  
lm0
```

Description

Show Lua memory stats.

`lm0` will show and reset the statistics.

lv LIST

?LIST v1.00

Parameters

- **LIST**: comma separated list of values

Description

Show Lua value tree(s), or specific values.

=CMD v1.00 NOTE: =CMD is effectively the short-cut for `lx return CMD`

```
lx iot.go()
lx return iot.flg()
/return rt.ms()
```

c.KEY = VALUE

Parameters

- **KEY**: Configuration key name
- **VALUE**: Value in Lua format.

Description

Set a configuration value.

```
c.iot_url='ftp://ftp.scannex.com/Path/To/Success'
```

Can also be used to wipe out a setting, or a tree of settings, using the Lua 'nil':

```
c.iot_url=nil
c.iot=nil
```

lf FILE

Parameters

- **FILE**: Filename to run

Description

Execute a Lua file.



If FILE does not include a / character, then `/Lua/` is assumed.



If FILE does not include a . character, then `.lua` is assumed.

Terminal: NAND Flash

nfcheck

Description

Check the flash disk.

nfdel FILE

Parameters

- **FILE**: Full path and filename

Description

Delete a file from flash disk.

nfdir PATH

Parameters

- **PATH**: Path of the folder to view.

Description

Show the folder listing.



The path separator character is forward-slash / (Like UNIX/Linux, not Windows!)

nfformat

Description

Erase EVERYTHING.



There is no way to undo this command! You WILL lose everything in the rt.buffer

ninfo

Description

Show information about the flash drive.

nfmkdir PATH

Parameters

- **PATH**: Full path

Description

Make a folder, and intermediaries.

```
nfmkdir /Temp/Dir/Here
```

nfmove SOURCE TARGET

Parameters

- **SOURCE**: Source path + filename
- **TARGET**: Target path + filename

Description

Moves a file or folder.

nfrename SOURCE TARGET

Parameters

- **SOURCE**: Source path + filename
- **TARGET**: Target filename (no path!)

Description

Rename a file.

nfrmdir PATH

Parameters

- **PATH**: Full path

Description

Remove a folder. Will fail if the folder is not empty

nftype FILE

Parameters

- **FILE**: Full filename

Description

Shows the contents of a file.

nfwipedir PATH

Parameters

- **PATH**: Full path

Description

Wipe a folder, including all its contents.



There is no way to undo this! May take a long while to execute, especially if there are lots of files.

nfwrite FILE

Parameters

- **FILE**: Path and filename

Description

Write to a file. (Used internally by the rtbTool GUI app and rtbAPI tools)

BootLoader Terminal Commands

These USB-HID terminal commands apply to the `bootloader>` prompt.

```
boot
reboot
```

Description

Reboot the rt.buffer.

```
deepsleep
```

Description

Turn 'off' the rt.buffer.

You can only wake up by reconnecting the Engineer serial port or USB for more than 1 second.

```
eraseall
```

Description

Erase the whole NAND flash - erasing all Lua Apps, settings, and stored data.

The firmware and bootloader are not affected.



You will lose everything that was stored. Each block of NAND flash is physically erased. This is useful if the data was sensitive and the device needs to be shipped.

erasefw

Description

Erase the current application firmware. Only the bootloader will remain.

This will not affect any stored NAND flash data.

info

Description

Show information about the rt.buffer, bootloader, and application firmware.

run

Description

Leave the bootloader and run the install firmware.

LED Sequences

The single, ultra-bright, amber LED gives an indication of the state of the rt.buffer. LED sequences consist of pairs of flashes.



Do not stare directly into the LED - it is *very* bright (especially if the top lid is off)!

In the list below, e.g. "12" = one flash + pause + two flashes

- Status
 - 11 = Alive (every 10 seconds)
 - If the rt.buffer is in ultra-low power mode the LED will be very dim, otherwise you'll see the '11' sequence but at normal brightness.
 - 11 = Alive (every 30 seconds) v3.00
 - The rt.buffer is in 'backup' battery mode (Lua not running)
 - 12 = Data has been stored
- Engineer Port
 - 22 = Engineer USB connected
 - 23 = Engineer USB in use
 - 25 = Magnet triggered
- Modem
 - 31 = Modem powering up
 - 32 = Modem registered
 - 33 = Modem online
- Boot Loader
 - 41 = Boot Loader active
 - 42 = USB running
 - 44 = Upgrading firmware
 - 45 = No Application BLF
- Faults
 - 54 = Debug
 - 55 = Fault

Example Lua App

To illustrate how to start coding a Lua App, consider an app that logs digital pulse counts.



This example uses the v2.00+ [coro](#) coroutine library.

The Main Sample

```
function GetSample()  
  local p1,p2 = dpc.rst()  
  local t = {p1,p2}  
  smp.save( smp.csv(t) )  
end
```

At the moment, the function will not be called.

So, we need to glue in a job schedule, and define a job:

```
function onJob1()  
  coro.add(GetSample)  
end  
  
job.set(1, '00:01')
```

Keeping Tally

Let's now extend the app to keep a total, where: $total = total + p1 - p2$

```
pt = 0 -- the total ①

function GetSample()
  local p1,p2 = dpc.rst()
  pt = pt + p1 - p2 ②
  local t = {p1,p2,pt} ③
  smp.save( smp.csv(t) )
end
```

- ① `pt` has the running total
- ② The value is updated
- ③ We create a temporary table to convert to CSV

Now, you can see the temporary table `t` also has the value of `pt` logged.

Linking the Schedule into the Configuration

Let's make the job setting more flexible by linking into the config table.

You'll see we'll make use of Lua's "or" - that takes the default if there is no config value defined (i.e. it's NIL):

```
job.set(1, c.myapp_job or '00:01')
```

Updating the Schedule Immediately

At the moment, the schedule is only assigned when Lua reboots (or the rt.buffer starts up). To apply the job settings whenever the configuration changes, we need to put the job.set function inside an onConfig handler function:

```
function onConfig()  
  job.set(1, c.myapp_job or '00:01')  
end
```

Adding Diagnostic Information

To illustrate making life easier to debug, we can feed back some information back into the `i.app` table. Let's just add the `t` table by adding the highlighted line:

```
local t = {p1,p2,pct}  
i.app.t = t ①  
smp.save( smp.csv(t) )
```

① The whole table is saved for examination in `i.app.t`

Adding Pressure Readings

It's not difficult to add the pressure reading as well:

```
function GetSample()  
  local p1,p2 = dpc.rst()  
  pt = pt + p1 - p2  
  local pv = rt.adc() ①  
  local t = {p1,p2,pt,pv} ②  
  i.app.t = t  
  smp.save( smp.csv(t) )  
end
```

① Reads the ADC value into `pv`

② Adds it to the table for conversion to CSV

Adding ADC Scaling

Now, let's add $y=mx+c$ scaling, by linking the `rt.adc` command into the values: `c.adc_m` and `c.adc_c`

```
local pv = rt.adc(c.adc_m or 1, c.adc_c or 0)
```

Again, you can see the default values being used.

Adding file headers and footers

Here, we can add a header that consists of all c & i values, with a blank CR/LF. In addition, the `ft` assignment makes use of the built-in MD5 hash generator to add an ASCII hash at the end of the file:

```
function Hdr(tb,h,nm)
  fc.lv(h, 'c,i', '\r\n')
end
ft = {h=Hdr,f=smp.t_md5}
```

Full Listing

```

-----
-- Demo App
-- Logs: time,count1,count2,total,adc
-----
pt = 0 -- the total

function Hdr(tb,h,nm)
  fc.lv(h, 'c,i', '\r\n')
end
ft = {h=Hdr,f=smp.t_md5}

function GetSample()
  local p1,p2 = dpc.rst()
  pt = pt + p1 - p2
  local pv = rt.adc(c.adc_m or 1, c.adc_c or 0)
  local t = {p1,p2,pt,pv}
  i.app.t = t
  smp.save( smp.csv(t) )
end

function onJob1()
  coro.add(GetSample)
end

function onConfig()
  job.set(1, c.myapp_job or '00:01')
end

```

Configuration settings can be controlled through:

```

c.adc_m = 1 -- Slope
c.adc_c = 0 -- Offset
c.myapp_job = '00:01' -- Job string for logging

```

Terminal Over the Air (TOA) Details

The Terminal Over the Air (TOA) establishes a TCP client connection to an Internet server so that full terminal functions can be executed remotely.

The Internet-connected server can be a port-forwarding rule into a user's PC, or into a server (e.g. node.js) that can act as a broker for the rt.buffers and the user connections (which might be Telnet, Web-access, etc).

The config values `c.toa_XXX` set the URL, the timeouts, and the shared key. This section provides details on the TOA protocol, and authentication phase.

Sequence of Connection

The sequence works as follows:

1. The TOA job gets requested, e.g. through `iot.go('toa')`
2. The `rt.buffer` will try for `c.toa_try` seconds:
3. Make TCP or TCP+SSL connection to `c.toa_url`
4. On connection, send the CONNECT TOA header
5. If `c.toa_key` is set, the `rt.buffer` will wait for a response of the correct SHA-256 key
6. The TCP connection then carries raw terminal commands (the PASSWORD prompt may be enabled if either `c.toa_pass` or `c.term_pass` is set)
7. (During connection you can issue commands - concurrently with the USB terminal, if connected)
8. If nothing is received by the `rt.buffer` in `c.toa_ito` seconds, the connection is dropped.

CONNECT header

```
CONNECT /Tester TOA/1.0
serial: 99889988
site: Test
time: 2018-01-09 14:31:31 UTC
utc: 1515508291
device: rt.buffer;co=Scannex
version: 1.10;bu=0118;da=2018-01-09;na=rt.buffer.Lua;ca=.uft.dlo.
idle: 120
user: matt
sha: 88f62c194223beefcddb43ef39181dcfb4bbef0801672fcfe5ace0c779badd4f
```

```
<<rt.buffer>>>
```

CONNECT /Tester TOA/1.0

Description

- **CONNECT**: The verb
- **/Tester**: The path from the URL. Use this for any purpose, e.g. routing traffic.
- **TOA/1.0**: Terminal Over the Air protocol version 1.0

Very similar to an HTTP header, this is the first line that is sent - allowing a broker to route the incoming connection.

```
device: rt.buffer;co=Scannex
```

Description

The device type and company (co).

```
version: 1.10;bu=0118;da=2018-01-09;na=rt.buffer.Lua;ca=.uft.dlo.
```

Description

The firmware version.

- `bu` = Build number
- `da` = Build date
- `na` = Name of application firmware
- `ca` = Capabilities of firmware.

```
idle: 120
```

Description

Idle time, in seconds. See `c.toa_ito`.

```
user: matt
```

Description

If the URL contains a user, e.g. `tcp://matt@mylocation.com:1234/Tester` then the username is added to the set of headers. Use this for routing incoming connections.

```
utc: 1515508291
```

Description

The computer-readable UNIX-style UTC timecode.

site: Test**Description**

The site name of the rt.buffer.

time: 2018-01-09 14:31:31 UTC**Description**

The human-readable local time of the rt.buffer.

serial: 99889988**Description**

The serial number of the rt.buffer.

sha: 093d300671ff1878fa4da0345f4d0a8ea365c1ab9b4bef7600b17d867a8edcce**Description**

If the shared key is not blank (`c.toa_key`) then:

```
sha = HMACSHA256( '', c.toa_key | HEADER )
```

If the shared key is blank, then:

```
sha = HMACSHA256( SECRET, HEADER )
```

Only the header text is used, with CR/LFs.

In the above example:

```
sha = HMACSHA256("secret", CONNECT /Tester TOA/1.0\r\nserial: 99889988\r\nsite:
Test\r\n
time: 2018-01-09 14:31:31 UTC\r\nnutc: 1515508291\r\nndevic:
rt.buffer;co=Scannex\r\nversion:1.10;bu=0118;da=2018-01-
09;na=rt.buffer.Lua;ca=.uft.dlo.\r\nidle: 120\r\nuser: matt")
```

CONNECT header with Authentication

```
CONNECT /Tester TOA/1.0
serial: 99889988
site: Test
time: 2018-01-09 14:47:12 UTC
utc: 1515509232
device: rt.buffer;co=Scannex
version: 1.10;bu=0118;da=2018-01-09;na=rt.buffer.Lua;ca=.uft.dlo.
idle: 120
user: matt
auth: hmac.sha256
sha: 093d300671ff1878fa4da0345f4d0a8ea365c1ab9b4bef7600b17d867a8edcce
sha:
```

The header is the same as the non-authenticated header, but the "auth" field is present, and the rt.buffer waits for the SHA-256 response.

```
sha:[TAB]
```

Description

The rt.buffer is waiting for a line of text that should be the ASCII-hex of the HMAC-SHA-256:

```
shar = HMACSHA256( secret, sha )
```

e.g. if c.toa_key = 'secret':

```
shar = HMACSHA256("secret",
"093d300671ff1878fa4da0345f4d0a8ea365c1ab9b4bef7600b17d867a8edcce")
```

If the SHA response is correct, the rt.buffer will then present the terminal (either the PASSWORD prompt, or the rt.buffer prompt). In this case, 'shar' calculates to [c7ef5df1bf21df68ebf302174c1c844f57cd37d47c9251fd07f880794d6d25b2](#), and sending this will unlock the connection:

```
sha: 093d300671ff1878fa4da0345f4d0a8ea365c1ab9b4bef7600b17d867a8edcce
sha: c7ef5df1bf21df68ebf302174c1c844f57cd37d47c9251fd07f880794d6d25b2

<<rt.buffer>>
```

auth: hmac.sha256

Description

Indicating that an HMAC-SHA-256 response will be expected before the link is established.

HTTP POST Protocol

The HTTP protocol uses custom headers that begin with `rtbuffer-`, along with the HTTP `POST` verb.

The protocol also supports HMAC-SHA256 handshaking for a cryptographic 'lock' between the `rt.buffer` and the server.

A sample PHP server application is available from Scannex.

The protocol allows sending zlib compressed data; cellular info; diagnostics dumps; general files; and update events.

Files from the `rt.buffer` are sent as `multipart/post`.

Files from the server are sent as a binary response, with additional data in custom headers.



The `rt.buffer` always uses 'Keep Alive' - so the server is forced to use Content-Length in the response. Otherwise, the server could use chunked, or no content-length (which is then unreliable).

Custom Headers

All the custom headers begin with `rtbuffer-`.

`rtbuffer-req`

Description

The `req` header specifies what action the server should take.

- `'upd'` = Check for updates.
- `'put'` = `rt.buffer` is putting a file onto the server
- `'get'` = `rt.buffer` would like to request a file from the server
- `'ack'` = `rt.buffer` is acknowledging completed update
- `'nak'` = `rt.buffer` is telling the server there was an error with the update

`rtbuffer-serial: SERIAL`

Description

The serial number of the `rt.buffer`.

`rtbuffer-name: NAME`

Description

The name of the `rt.buffer` (from `c.site_name`).

`rtbuffer-utc: UNIXTIME; tz=OFFSET`

Description

The UNIX UTC time, and timezone (`tz=`) of the `rt.buffer`. `tz` is expressed in minutes.


```
rtbuffer-sha: HEXSTRING
```

Description

Authentication HMAC-SHA256 hex string.

```
rtbuffer-req: nak; msg=MESSAGE
```

Description

The rt.buffer failed to apply the update.

```
rtbuffer-req: upd
```

Description

The rt.buffer is requesting an update file.

The server should reply:

- Nothing to do:
 - `rtbuffer-ack: 0`
- Data to process:
 - `rtbuffer-ack: 1`
 - File contents of `update.txt` should be sent as `Content-Type: application/octet-stream`
 - The rt.buffer will then execute the lines (if `rtbuffer-sha` agrees)

```
rtbuffer-req: ack
```

Description

The rt.buffer completed the update.

```
rtbuffer-req: put; fn=FILENAME
```

Description

`fn` is the target source filename. Of course, the server script can override this.

The multipart/post will also include:

- `name` = The type of file
 - `'diag'` = diagnostics dump
 - `'data'` = data file from the `/Send/` folder
 - `'cellinfo'` = cellular survey information file
 - `'file'` = other file (e.g. pulled by the update process)
- `filename` = The target filename. `'zlib'` will be appended if the file is zlib-compressed

```
rtbuffer-req: get; fn=FILENAME
```

Description

rt.buffer is requesting the file `FILENAME`. The filename will be as passed within the `update.txt` file. Consequently handling of relative and absolute paths can be handled within the server-side script.

The sample PHP script adjusts relative paths based on the buffer's serial/name, and absolute paths based on the pseudo root path. The PHP script also checks for stupid values that break out of the pseudo root (e.g. `'../../../../../sbin/somenastyfile'`)

The server should reply:

- File does exist:
 - `rtbuffer-ack: 0`
- File exists:
 - `rtbuffer-ack: 1`
 - File contents should be passed as `application/octet-stream`

`rtbuffer-upd: now`

Description

The server can add this header to tell the rt.buffer that it needs to perform an update request.

Example - Sending Diagnostics

rt.buffer sends

```
POST /rtb/upload.php/Update/No99889988 HTTP/1.1
User-Agent: rt.buffer.Lua/3.00.0157 (2019-03-22)
Host: 217.37.194.108:80
Accept: */*
rtbuffer-req: put; fn=diag.99889988.txt
rtbuffer-serial: 99889988
rtbuffer-utc: 1553531822; tz=0
rtbuffer-sha: 610cd0e71a1487752c5cac64dd95249d4df21685d23a18c7baabeb5f5c7b236a
Connection: keep-alive
Content-Type: multipart/form-data; boundary=-----
aSiQmphJ5k4BnWJjwnAOXpPboH31W0iD-----
Content-Length: 1716

-----aSiQmphJ5k4BnWJjwnAOXpPboH31W0iD-----
Content-Disposition: form-data; name="diag"; filename="diag.txt.zlib"
Content-Type: binary/octet-stream;
```

Server replies

```
HTTP/1.1 200 OK
Date: Mon, 25 Mar 2019 16:37:00 GMT
Server: Apache
X-Powered-By: PHP/5.4.16
rtbuffer-ack: 1
rtbuffer-sha: 6ecc930cac1b91c69c828265541696e6883589ac4cf0dfa829b0a6ff3d31f099
Content-Length: 0
Keep-Alive: timeout=5, max=100
Connection: Keep-Alive
Content-Type: text/html
```

Example - Requesting Updates

rt.buffer sends

```
POST /rtb/upload.php/Update/No99889988 HTTP/1.1
User-Agent: rt.buffer.Lua/3.00.0157 (2019-03-22)
Host: 217.37.194.108:80
Accept: */*
rtbuffer-req: upd
rtbuffer-serial: 99889988
rtbuffer-utc: 1553531819; tz=0
rtbuffer-sha: fe7d8abedcc514ab9e7c6d6db08ed6ef86cb8e1af9332c9cd9b8d70eb647fd05
Connection: keep-alive
Content-Length: 0
```

Server replies

```
HTTP/1.1 200 OK
Date: Mon, 25 Mar 2019 16:36:57 GMT
Server: Apache
X-Powered-By: PHP/5.4.16
rtbuffer-ack: 0
rtbuffer-sha: 72f1beb92e3a7a9360e448d5f1622757bffe0d8cbb8c6d8d52f7d83d913f29c6
Content-Length: 0
Keep-Alive: timeout=5, max=100
Connection: Keep-Alive
Content-Type: text/html
```

Cryptographic Hash Calculations

Initialisation

HMAC is HMAC-SHA-256

```
SECRET = 'RTB1:' + SHARED_SECRET
SERVER_SECRET = HMAC( '|' + HOST_ID + '|', SECRET)
```



Having a separate `SERVER_SECRET` based on the `HOST_ID` means the specific hash can be safely stored in the PHP script. If the server is compromised then the `SHARED_SECRET` is not compromised.

Verifying rt.buffer Request

```
DATA = 'POST' + '|' +
[rtbuffer-req] + '|' +
[rtbuffer-serial] + '|' +
[rtbuffer-name] + '|' +
[rtbuffer-utc]
```

e.g.

```
DATA = 'POST|upd||99889988|153531819; tz=0'
```

For each file:

```
FILE_SHA = FILE_SHA .. '|' + NAME + '|' + CONTENTS + '|'
```

So, use a single SHA256 context, and hash in the name and contents for each file in turn.



SHA-256, not HMAC-SHA-256

```
CALC_SHA = HMAC( DATA + '|' + FILE_SHA, SERVER_SECRET )
```

Then `CALC_SHA` should match the contents of `rtbuffer-sha`

Generating Response

```
HASH_DATA = [rtbuffer-sha] + '|' + HEADERVALUE + '|' + HEADERVALUE 'æ etc
```

HEADERVALUE is the value of each `rtbuffer-XXXX` header. e.g. " 0" or " 1" for `rtbuffer-ack`.

HASH_OF_FILE = either `SHA256(' ')` if there is no file, or `SHA256(CONTENTS)`

```
REPLY_SHA = HMAC( HASH_DATA + '|' + HASH_OF_FILE, SERVER_SECRET )
```

This `REPLY_SHA` should be sent back as `rtbuffer-sha: REPLY_SHA`

Software Licenses

Operating System

- Segger embOS
- Segger emFile
- Segger emUSB

Portions:

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zlib Compression Library

zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://tools.ietf.org/html/rfc1950> (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).

Cryptographic Functions

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```

```
This file is part of mbed TLS (https://tls.mbed.org)
```


U8G2 LCD Library

<https://github.com/olikraus/u8g2>

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See

<https://github.com/olikraus/u8g2/wiki/fntgrp>

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Universal 8bit Graphics Library (<http://code.google.com/p/u8g2/>)

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Index

A

[adc.def \[Set ADC default parameters\], 13](#)
[adc.done \[Check for complete\], 13](#)
[adc.get \[Get ADC sample\], 14](#)
[adc.go \[Start ADC\], 14](#)
[adc.set \[Set or get ADC parameters\], 15](#)
[alm.clr \[Alarm clear\], 16](#)
[alm.get \[Alarm get\], 16](#)
[alm.set \[Alarm set\], 17](#)
[alm.txt \[Alarm get text\], 17](#)
[alm.upd \[Alarm update\], 18](#)
[app.eval \[App evaluate block\], 21](#)
[app.exec \[App execute block\], 22](#)
[app.lines \[App fetch lines\], 22](#)
[app.txt \[App fetch text block\], 23](#)

B

[bit.ar \[Bit arithmetic shift right\], 24](#)
[bit.arshift \[Bit arithmetic shift right\], 24](#)
[bit.band \[Bitwise AND\], 24](#)
[bit.bnot \[Bitwise NOT\], 25](#)
[bit.bor \[Bitwise OR\], 25](#)
[bit.bxor \[Bitwise XOR\], 25](#)
[bit.cast \[Bit cast\], 26](#)
[bit.ls \[Bitwise left shift\], 26](#)
[bit.lshift \[Bitwise left shift\], 26](#)
[bit.rs \[Bitwise right shift\], 26](#)
[bit.rshift \[Bitwise right shift\], 26](#)
[bit.swap16 \[Bit swap bytes\], 27](#)
[bit.swap32 \[Bit swap\], 27](#)
[bit.swap8 \[Bit swap nibbles\], 27](#)

C

[c.alm_txt01, 220](#)
[c.alm_txt02, 220](#)
[c.arc_fc, 221](#)
[c.arc_kb, 221](#)
[c.cell_apn, 222](#)
[c.cell_auth, 222](#)
[c.cell_hof, 222](#)
[c.cell_hos, 222](#)
[c.cell_mto, 223](#)
[c.cell_pass, 223](#)
[c.cell_pin, 223](#)
[c.cell_sms, 223](#)
[c.cell_user, 223](#)
[c.iot_data, 224](#)
[c.iot_gz, 224](#)
[c.iot_job, 224](#)
[c.iot_ntp, 224](#)
[c.iot_tfr, 225](#)
[c.iot_tz, 225](#)
[c.iot_ujob, 225](#)
[c.iot_upd, 225](#)
[c.iot_url, 226](#)
[c.iot_user, 226](#)
[c.iot_var, 226](#)
[c.lua_app, 227](#)
[c.sha256, 280](#)
[c.site_loc, 228](#)
[c.site_name, 228](#)
[c.term_epw, 229](#)
[c.term_pass, 229](#)
[c.tls_csc, 230](#)
[c.tls_ilt, 230](#)
[c.tls_ver, 231](#)
[c.toa_ito, 232](#)
[c.toa_key, 232](#)
[c.toa_pass, 232](#)
[c.toa_try, 233](#)
[c.toa_url, 233](#)
[c.user_ins, 234](#)
[c.user_onm, 234](#)
[cfg.get \[Config get\], 28](#)
[cfg.getb \[Config get boolean\], 29](#)
[cfg.getn \[Config get number\], 29](#)
[cfg.gets \[Config get string\], 29](#)
[cfg.key.chk \[Check a secret key\], 31](#)
[cfg.key.set \[Set a secret key\], 31](#)
[cfg.key.wipe \[Erase a secret key\], 31](#)
[cfg.set \[Config set\], 29](#)
[cfg.table \[Config read as table\], 30](#)
[coro.add \[Coro add function to queue\], 32](#)
[coro.except \[Coro exception object\], 35](#)

coro.id [Coro get ID], [33](#)
 coro.kill [Coro kill routine], [33](#)
 coro.n [Coro number of routines running], [34](#)
 coro.w [Coro yield or wait], [34](#)
 coro.yld [Coro yield or wait], [34](#)
 cp:brk [Send break], [130](#)
 cp:cap [Capture data to file], [130](#)
 cp:cmd [Handle a command sequence], [131](#)
 cp:cts [Get CTS line], [132](#)
 cp:fifo [Set the receive FIFO], [132](#)
 cp:lck [Lock the COM port], [133](#)
 cp:okr [Check whether signals are valid], [133](#)
 cp:pwo [Set COM port power output], [134](#)
 cp:pwrX [Enable power for receiving], [134](#)
 cp:pwtX [Enable power for transmitting], [135](#)
 cp:rs [Set the RS232/RS485 mode], [135](#)
 cp:rts [Set RTS line], [136](#)
 cp:rx [Receive data], [136](#)
 cp:rxE [Receive and empty data], [137](#)
 cp:rxF [Set receive flow control], [137](#)
 cp:rxtO [Set receive timeout value], [138](#)
 cp:rxU [Receive until], [138](#)
 cp:rxW [Number of RX bytes waiting], [139](#)
 cp:set [Setup COM port], [139](#)
 cp:tx [Transmit data], [140](#)
 cp:txF [Set transmit flow control], [140](#)
 cp:txtg [Set transmit time guard gap], [141](#)
 cp:ulck [Unlock the COM port], [141](#)
 cp:wtx [Wait for TX to complete], [142](#)
 crc.c8 [CRC calculate], [36](#)
 crc.new [CRC new object], [36](#)
 ct:fin [CRC finalise], [37](#)
 ct:upd [CRC update], [38](#)

D

dpc.dis [Digital pulse disable], [39](#)
 dpc.lvl [Digital pulse current level], [39](#)
 dpc.rst [Digital pulse reset], [40](#)
 dpc.val [Digital pulse get value], [40](#)

E

eventcallbackname [Event callback function], [43](#)

evt.dis [Event enable or disable], [41](#)
 evt.en [Event enable or disable], [41](#)
 evt.lsig [Event signal], [41](#)
 evt.lwait [Event wait], [42](#)
 evt.sig [Event signal trigger], [42](#)

F

fc.add [File add extension], [46](#)
 fc.append [File append contents], [46](#)
 fc.cache [File set cache], [47](#)
 fc.chkupd [File check update], [47](#)
 fc.clean [File clean flash], [48](#)
 fc.copy [File copy], [48](#)
 fc.del [File delete], [49](#)
 fc.ext [File split extension], [49](#)
 fc.find [File find], [50](#)
 fc.js [Journalling supported], [50](#)
 fc.jx [Execute with journalling], [51](#)
 fc.lv [File write Lua value tree], [51](#)
 fc.mdf [File join dir and file], [52](#)
 fc.mkd [File make directory], [52](#)
 fc.rmd [File remove directory], [52](#)
 fc.sdf [File split dir and file], [53](#)
 fc.sfwM [File set file write mode], [53](#)
 fc.sync [File sync to flash], [54](#)
 fc.utc [File get UTC creation], [54](#)
 fc.wc [File wildcard compare], [55](#)
 float.d2v [Double to integer], [56](#)
 float.d2x [Double to hex], [56](#)
 float.f2v [Float to integer value], [57](#)
 float.f2x [Float to hex], [57](#)
 float.mpc [Create multi-point-conversion object], [57](#)
 float.poly [Calculate n-order polynomial object], [58](#)
 float.rd [Read floats/doubles from file], [58](#)
 float.rf [Read floats/doubles from file], [58](#)
 float.v2d [Integer to double], [59](#)
 float.v2f [Integer value to float], [59](#)
 float.wd [Write floats/doubles to file], [59](#)
 float.wf [Write floats/doubles to file], [59](#)
 float.x2d [Hex to double], [60](#)

float.x2f [Hext to float], 60

H

hash.hmac256 [Hash string immediately], 62

hash.md5 [Hash string immediately], 62

hash.new [Create new hash object], 62

hash.sha1 [Hash string immediately], 62

hash.sha256 [Hash string immediately], 62

hash.txt [Convert hash value to text], 63

hash.val [Convert hash string to value], 63

ht:fin [Hash finalise], 63

ht:upd [Hash update], 64

hydrins.cmd [Send command to HydrINS], 65

hydrins.parse [HydrINS parse text], 65

hydrins.run [Tell HydrINS to run], 66

hydrins.rx [HydrINS receive], 66

hydrins.wake [Wake up HydrINS], 67

I

i.cell_X_csq, 237

i.cell_X_log, 238

i.cell_X_od, 238

i.cell_X_pd, 238

i.cell_X_pu, 239

i.cell_X_rs, 239

i.cell_X_sc, 239

i.cell_pha, 236

i.cell_pwr, 236

i.cell_sta, 237

i.fw_blv, 240

i.fw_date, 240

i.fw_desc, 240

i.fw_ver, 240

i.iot_var, 241

i.lua_run, 242

i.pwr_alv, 245

i.pwr_ccb, 245

i.pwr_ccu, 245

i.pwr_full, 245

i.pwr_pct, 245

i.pwr_slp, 246

i.pwr_tob, 246

i.rt_cbf, 243

i.rt_sn, 243

i.rt_utc, 243

i.smp.cnt, 244

i.smp.txt, 244

i.smp.utc, 244

iot.abort [IoT abort modem requests], 69

iot.aup [IoT abort user process], 69

iot.cert [IoT set PKI certificate], 70

iot.cho [IoT clear hold off], 70

iot.diag [Send diagnostics info to IoT server], 71

iot.dorun [IoT allowed to run], 71

iot.flg [Get IoT reason string], 72

iot.gho [IoT get hold off], 72

iot.go [Trigger IoT connection], 72

iot.hum [IoT hang up modem], 73

iot.isf [IoT is there a stop file], 73

iot.send [Send files to IoT server], 74

iot.set [Set IoT server URL], 75

iot.sho [IoT set modem hold off], 76

iotData [IoT data callback], 79

iotTest [IoT test callback], 79

iotUpd [IoT update callback], 79

iotUser [IoT user callback], 80

J

job.set [Set job schedule], 82

job.txt [Get job schedule], 83

job.utc [Set a UTC based job], 85

job.var [Set or get job variance], 83

K

key.get [Get key state], 177

key.ign [Ignore keys], 177

key.inj [Inject keystroke], 178

key.inv [Set key inversion], 178

key.kre [Set key repeat enable], 179

key.kri [Set keyboard repeat idle], 179

key.ok [Check keyboard hardware], 180

kvco:_load [Load data from file to KVC object],
90

kvco:_save [Save data from KVC object to file], 90

L

[lcd.act](#) [Check if the LCD is on], [184](#)
[lcd.box](#) [Draw LCD box], [189](#)
[lcd.c](#) [Set LCD draw colour], [184](#)
[lcd.cir](#) [Draw LCD circle or ellipse], [189](#)
[lcd.ers](#) [Erase the LCD buffer], [184](#)
[lcd.f](#) [Set the LCD font], [193](#)
[lcd.fr](#) [Set LCD font rotation], [193](#)
[lcd.ft](#) [Set LCD font transparency], [194](#)
[lcd.gad](#) [Get the LCD ascent and descent metrics], [194](#)
[lcd.gly](#) [Draw LCD glyph], [194](#)
[lcd.go](#) [Display the current LCD buffer], [185](#)
[lcd.gss](#) [Get the LCD screen size], [185](#)
[lcd.gtw](#) [Get LCD text width], [195](#)
[lcd.idle](#) [Set or get LCD idle time], [186](#)
[lcd.init](#) [Initialise LCD hardware], [186](#)
[lcd.l](#) [Draw LCD line], [190](#)
[lcd.lh](#) [Draw LCD horizontal line], [190](#)
[lcd.lv](#) [Draw LCD vertical line], [191](#)
[lcd.off](#) [Turn off the LCD], [187](#)
[lcd.ok](#) [Find out if LCD hardware present], [187](#)
[lcd.on](#) [Control LCD state], [187](#)
[lcd.p](#) [Draw LCD pixel], [191](#)
[lcd.pbm](#) [Draw LCD PBM bitmap from file], [191](#)
[lcd.save](#) [Save the LCD to a bitmap], [188](#)
[lcd.sdc](#) [Set LCD display contrast], [188](#)
[lcd.t](#) [Draw LCD text], [195](#)
[lcd.tri](#) [Draw LCD triangle], [192](#)
[lcd.xbm](#) [Draw LCD XBM bitmap string], [192](#)

M

[modbus.cmd](#) [Send MODBUS command], [91](#)
[modbus.fs2t](#) [Unpack string to table], [92](#)
[modbus.ft2s](#) [Pack table to string], [93](#)
[modbus.rdi](#) [Read discrete inputs], [93](#)
[modbus.rhr](#) [Read MODBUS holding registers], [94](#)
[modbus.rir](#) [Read input registers], [94](#)
[modbus.rmc](#) [Read multiple coils], [95](#)
[modbus.rsid](#) [Read server ID], [95](#)
[modbus.rx](#) [Receive MODBUS RTU frame], [96](#)

[modbus.set](#) [Setup MODBUS on COM port], [96](#)
[modbus.tx](#) [Transmit MODBUS RTU frame], [97](#)
[modbus.wmr](#) [Write MODBUS multiple registers], [97](#)
[modbus.wsr](#) [Write single register], [98](#)
[mpco:y](#) [Multi-point - Convert from x to y], [60](#)

N

[nmea.tab](#) [Convert NMEA line to table], [100](#)
[nmea.txt](#) [Conver table to NMEA string], [101](#)

O

[onAdc](#) [ADC completion callback], [15](#)
[onAlm](#) [Alarm global callback function], [20](#)
[onKey](#) [Key global callback prototype], [181](#)
[onKeyIdle](#) [Keyboard idle callback prototype], [182](#)
[onSMS](#) [SMS callback function prototype], [154](#)
[os.move](#) [Move a file], [10](#)
[out.get](#) [Read output state], [102](#)
[out.init](#) [Initialise outputs], [102](#)
[out.off](#) [Turn off output], [103](#)
[out.on](#) [Turn on output], [103](#)
[out.pwo](#) [Control power outputs], [103](#)
[out.set](#) [Set outputs], [104](#)

P

[polyo:y](#) [Polynomial - convert x to y], [61](#)
[print](#) [Print string], [112](#)
[pwr._bv](#) [Set the boost values], [111](#)
[pwr._iv](#) [Set the idle timers], [111](#)
[pwr.apo](#) [Control ADC power output], [105](#)
[pwr.back](#) [Set backup battery], [105](#)
[pwr.boot](#) [Reboot device], [106](#)
[pwr.dpc](#) [Set the coulomb consumption for device], [106](#)
[pwr.epc](#) [Set the coulomb consumption for engineer], [106](#)
[pwr.gpm](#) [Get power manager metrics], [107](#)
[pwr.off](#) [Turn off device], [107](#)
[pwr.rsn](#) [Query the power reasons], [108](#)
[pwr.sbc](#) [Set battery coulomb capacity], [108](#)

pwr.scu [Set coulombs used], [109](#)
 pwr.tmv [Query the transient minimum voltage], [109](#)
 pwr.work [Allow hard work], [110](#)

R

rt.adc [Get ADC reading], [112](#)
 rt.atom [Atomic function call], [113](#)
 rt.bin [Convert ASCII hex to binary], [113](#)
 rt.bool [Convert boolean value], [114](#)
 rt.call [Protected call], [114](#)
 rt.cyc [Get Cortex cycle counter], [115](#)
 rt.dct [Deep copy table], [115](#)
 rt.dev [Get device details], [116](#)
 rt.dorun [Still allowed to run], [116](#)
 rt.exp [Expand a string], [117](#)
 rt.hex [Convert binary to ASCII hex], [117](#)
 rt.led [Enable debug LED sequence], [118](#)
 rt.log [Write log entry], [118](#)
 rt.mag [Set magnet delay], [118](#)
 rt.ms [Delay milliseconds], [119](#)
 rt.msf [Calculate millisecond finish time], [119](#)
 rt.msx [Check millisecond expiry], [120](#)
 rt.mv [Get millivolt readings], [120](#)
 rt.print [Print string], [112](#)
 rt.setblf [Set a BLF file], [121](#)
 rt.temp [Get temperature], [121](#)
 rt.us [Delay microseconds], [121](#)

S

sdi12.ack [Check ACK], [123](#)
 sdi12.brk [Send break], [123](#)
 sdi12.chg [Change device address], [124](#)
 sdi12.crc [CRC calculation], [124](#)
 sdi12.done [Check whether sequence complete], [125](#)
 sdi12.go [Run SDI-12 sequence], [125](#)
 sdi12.id [Query ID], [125](#)
 sdi12.mrk [Send mark], [126](#)
 sdi12.set [Setup COM port for SDI-12], [126](#)
 sdi12.t [Transparent command], [126](#)
 ser.dev [Get the device COM port object], [128](#)

ser.eng [Get the engineer COM port object], [128](#)
 ser.term [Enable or disable terminal over COM port], [129](#)
 smp.cnt [Set or get counter], [145](#)
 smp.csv [Convert table to CSV text], [145](#)
 smp.cut [Cut the sample file], [146](#)
 smp.save [Save sample to flash], [146](#)
 sms.ag7 [Convert ASCII to GSM-7bit], [149](#)
 sms.dec [Decode SMS PDU], [149](#)
 sms.enc [Encode SMS PDU], [150](#)
 sms.free [Check free SMS entries], [150](#)
 sms.g7a [Convert GSM-7bit to ASCII], [151](#)
 sms.go [Trigger SMS exchange], [151](#)
 sms.rxt [Set receive timer], [152](#)
 sms.snd [Send PDU frame], [152](#)
 sms.txt [Send text], [153](#)
 struct.pack [Pack structure], [155](#)
 struct.size [Calculate size of format], [155](#)
 struct.unpack [Unpack structure], [156](#)

T

TERM: adc, [250](#)
 TERM: boot, [252](#), [261](#)
 TERM: c.KEY, [255](#)
 TERM: deepsleep, [252](#), [261](#)
 TERM: eraseall, [261](#)
 TERM: erasefw, [262](#)
 TERM: info, [252](#), [262](#)
 TERM: lboot, [254](#)
 TERM: led, [248](#)
 TERM: lf, [256](#)
 TERM: lgc, [254](#)
 TERM: lgc0, [254](#)
 TERM: lm, [254](#)
 TERM: lm0, [254](#)
 TERM: lv, [255](#)
 TERM: mv, [248](#)
 TERM: nfcheck, [257](#)
 TERM: nfdel, [257](#)
 TERM: nfdir, [257](#)
 TERM: nfformat, [257](#)
 TERM: nfinfo, [258](#)

TERM: nfmkdir, [258](#)
 TERM: nfmove, [258](#)
 TERM: nfrename, [258](#)
 TERM: nfrmdir, [259](#)
 TERM: nftype, [259](#)
 TERM: nfwipedir, [259](#)
 TERM: nfwrite, [260](#)
 TERM: ninv, [248](#)
 TERM: pcr, [250](#)
 TERM: pcv, [250](#)
 TERM: pmm, [248](#)
 TERM: pt, [250](#)
 TERM: reboot, [252](#), [261](#)
 TERM: run, [262](#)
 TERM: temp, [252](#)
 TERM: time, [253](#)
 TERM: wde, [248](#)
 TERM: wde0, [248](#)
 TERM: work, [249](#)
 twi.qy [Query TWI bus], [159](#)
 twi.rd [Read TWI], [159](#)
 twi.wr [Write TWI], [160](#)

U

ui.box [Draw UI box], [208](#)
 ui.go [Start the UI], [209](#)
 ui.key [Draw soft key], [209](#)
 ui.pop [Pop UI element], [209](#)
 ui.popa [Pop all UI], [210](#)
 ui.push [Push UI element], [210](#)
 ui.set.c [Set UI colours], [213](#)
 ui.set.i8n [Set UI filename], [213](#)
 ui.set.idle [Set UI idle time], [214](#)
 ui.set.km [Set UI key mapping], [214](#)
 ui.set.kr [Set UI key repeat], [215](#)
 ui.set.r [Set UI rounded corners], [215](#)
 ui.set.ui [Set UI font positions], [216](#)
 ui.ssk [SET key icon], [210](#)
 ui.top [Get the top UI element], [211](#)
 ui.txt [Get UI element text], [211](#)
 ui.val [Show values on LCD], [211](#)
 ui.yes [Show YES tick], [212](#)
 uiBar [uiBar callback prototype], [217](#)
 uiCell [uiCell callback prototype], [217](#)
 uiSmp [uiSmp callback prototype], [218](#)
 usb.log [Send log string to USB], [161](#)
 usb.on [Check USB connected], [161](#)
 utc.fmt [Format UTC], [162](#)
 utc.fn [Filename UTC], [162](#)
 utc.job, [163](#)
 utc.ok [Check if UTC is sensible], [163](#)
 utc.set [Set UTC time and timezone], [163](#)
 utc.split [Split UTC time], [164](#)
 utc.spm [Get seconds past midnight], [164](#)
 utc.txt [Text of UTC], [164](#)
 utc.tz [Get time zone], [165](#)
 utc.val [Convert string to UTC], [165](#)
 utc.wds [Get whole days], [166](#)
 util.add [Add tables], [167](#)
 util.addi [Add indexed tables], [167](#)
 util.au16 [Convert ASCII to UTF-16], [168](#)
 util.au8 [Convert ASCII to UTF-8], [168](#)
 util.codesize [Estimate Lua codesize], [169](#)
 util.csvt [Convert CSV text to table], [169](#)
 util.cuti [Cut indexed table], [170](#)
 util.dct [Deep copy table], [170](#)
 util.find [Find], [171](#)
 util.iter [Iterate table], [172](#)
 util.kvc [Create key-value container object], [172](#)
 util.kvc [Create new key-value container object], [90](#)
 util.remi [Remove indexed table], [173](#)
 util.tia [Append index table], [173](#)
 util.tio [OR indexed tables], [174](#)
 util.u16u8 [Convert UTF-16 to UTF-8], [174](#)
 util.u8a [Convert UTF-8 to ASCII], [175](#)
 util.u8u16 [Convert UTF-8 to UTF-16], [175](#)