

DroidScript Console

Execute your droidscript commands directly from this app.

[Here](#) is the spk.

Console.js

```
//Called when application is started.
function OnStart()
{
    //Create a layout with objects vertically centered.
    lay = app.CreateLayout( "linear", "TopCenter,FillXY" );

    //Create a text label and add it to layout.
    txt = app.CreateText( "Droidscript Console" );
    txt.SetTextSize( 20 );
    lay.AddChild( txt );
    //Create Text Edit
    edt = app.CreateTextEdit("Start here: ",1,.96,"NoSpell" )
    edt.SetBackColor( "#000000" );
    edt.Focus();
    edt.SetTextSize(13 );
    edt.SetOnEnter( clc );
    lay.AddChild(edt);
    //Add layout to app.
    app.AddLayout( lay );
}

function clc(){
var t = edt.GetText()
var p = edt.GetCursorPos();;
try{
//run() or app.Execute()
edt.SetText(t+"\n"+eval(t.slice(t.lastIndexOf(":")+1,t.length))+"\n"+"s
tart here: " );
edt.SetCursorPos(t.length );
}
}catch(e){
edt.SetText(t+"\n"+e+"\n"+"start here: " );
edt.SetCursorPos(t.length );
}
}

function run(fn) {
    return new Function
('return ' + fn)();
}

//Get properties and methods
function prop(objectname){
```

```
this.s = ""
this.a = 0
    for(x in objectname){
        this.a++
        this.s+=a+" "+x+"\n\n"+objectname[x)+"\n\n\n\n"
    }
return this.s
}
```

[Home](#)»[Sample Code](#)

From: <https://wiki.droidsript.me.uk/> - **DroidScript wiki**

Permanent link: https://wiki.droidsript.me.uk/doku.php?id=sample_code:droidsript_console&rev=1476481740

Last update: **2016/10/14 21:49**

