Scripting Conversion (v1 - v2)

With the release of Designer v2.0, the Lua Scripting API has been updated to Pharos API 2.0.

The Pharos Project Migration Tool can be used to convert a v1.x file into a v2.x file, and this should convert any scripting within projects to the updated Pharos API, however the conversion table below can be used when writing new scripting from scratch.

Please be aware that this only shows the v1 scripts, v2 has additional scripts, which are shown within the software Help > Reference > Scripting > Lua API (Triggering)

Designer v1.x.x	Designer v2.x.x
realtime.XXX	time.get_current_time().XXX
sunrise.XXX	time.get_sunrise().XXX
sunset.XXX	time.get_sunset().XXX
civil_dawn.XXX	time.get_civil_dawn().XXX
civil_dusk.XXX	time.get_civil_dusk().XXX
nautical_dawn.XXX	time.get_nautical_dawn().XXX
nautical_dusk.XXX	time.get_nautical_dusk().XXX
set_control_value	No change
set_control_state	No change
set_control_caption	No change
set_page	No change
set_locked	No change
set_enabled	No change
digital[index]	get_input(index)
DMXIN[channel]	get_dmx_input(channel)
get_controller_number()	get_current_controller().number
set_timecode_source_enabled(source, enabled)	set_timecode_bus_enabled(source, enabled)
start_timeline(num)	get_timeline(num):start()
stop_timeline(num, time)	get_timeline(num):stop(time)
halt_timeline(num)	get_timeline(num):pause()
resume_timeline(num)	get_timeilne(num):resume()
set_timecode_source(num, source, offset)	get_timeline(num):set_timecode_source(source, offset)
set_timecode_source(num, source, band, channel, peak)	get_timeline(num):set_audio_source(source,band, channel, peak)
is_timeline_running(num)	get_timeline(num).is_running
is_timeline_onstage(num)	get_timeline(num).is_onstage
stop_all()	stop_all_timelines(fade
inject_trigger(num)	No change
set_intensity(fixture, value, time)	get_fixture_override(fixture):set_intensity(value, time)
set_red(fixture, value, time)	get_fixture_override(fixture):set_red(value, time)
set_green(fixture, value, time)	get_fixture_override(fixture):set_green(value, time)
set_blue(fixture, value, time)	get_fixture_override(fixture):get_blue(value, time)
clear_fixture(fixture, time)	get_fixture_override(fixture):clear()
clear_all(time)	clear_all_overrides(time)
get_dmxout(universe)	get_dmx_universe(universe)
get_dmxout(ARTNET + universe)	get_artnet_universe(universe)
get_dmxout(PATHPORT + universe)	get_pathport_universe(universe)
get_dmxout(SACN + universe)	get_sacn_universe(universe)
get_dmxout(get_kinet_universe(powerSupplyNum, portNum))	get_kinet_universe(powerSupplyNum, portNum)
DMXOUT[channel]	get_XXX_universe(universe):get_channel_value(channel)
park(universe, channel, value)	get_XXX_universe(universe):park(channel, value)

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unpark(universe, channel)	get_XXX_universe(universe):unpark(channel)
get_rio(type, number)	No change
rio[input]	rio:get_input(input)
get_bps(number)	No change
bps:get_state(button)	No change
bps:set_LED(button, effect, intensity, fade)	bps:set_led(button, effect, intensity, fade)
variable[index]	get_trigger_variable(index)
log("string")	No change
get_resource_path("my_file")	No change

For further information, please don't hesitate to contact us.

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