

# Command Module notes

From the [The Orx Bounce Demo](#), or any of your own games, you can bring up the Orx Console with tilde (~).

`Command.ListCommands` lists all commands `Command.ListCommands <prefix>` filters list by prefix.

e.g. `Command.ListCommands Config` only shows commands for the config module

`Command.Help <command>` shows how to use a command.

- Executing a command directly from code:

```
orxCOMMAND_VAR stResult;  
orxCommand_Evaluate("Object.Create RedCar", &stResult);
```

`stResult.u64Value` will contain the GUID of the created object.

Of course the string can be loaded from config for something more data-driven.

## Core Commands

These commands are registered by the Orx system automatically. See below for the macro `orxCOMMAND_REGISTER_CORE_COMMAND` that registers these commands.

To register your own commands, write a similar macro or register your command with `orxCommand_Register`.

```
Camera.Create  
Camera.Delete  
Camera.Get  
Camera.GetID  
Camera.GetName  
Camera.GetParent  
Camera.GetPosition  
Camera.GetRotation  
Camera.GetZoom  
Camera.SetFrustum  
Camera.SetParent  
Camera.SetPosition  
Camera.SetRotation  
Camera.SetZoom  
Clock.SetFrequency  
Clock.SetModifier  
Command.Add  
Command.AddAlias
```

Command.And  
Command.AreEqual  
Command.Clamp  
Command.Compare  
Command.CRC  
Command.Divide  
Command.Evaluate  
Command.EvaluateIf  
Command.Exit  
Command.GetClipboard  
Command.GetStringFromID  
Command.GetStringID  
Command.Help  
Command.If  
Command.IsGreater  
Command.IsLesser  
Command.ListAliases  
Command.ListCommands  
Command.LogAllStructures  
Command.Maximum  
Command.Minimum  
Command.Multiply  
Command.Normalize  
Command.Not  
Command.Or  
Command.RemoveAlias  
Command.Repeat  
Command.Return  
Command.SetClipboard  
Command.Subtract  
Command.Version  
Command.XOr  
Config.AppendValue  
Config.ClearSection  
Config.ClearValue  
Config.CreateSection  
Config.GetCurrentSection  
Config.GetListCount  
Config.GetOrigin  
Config.GetParent  
Config.GetRawValue  
Config.GetValue  
Config.HasSection  
Config.HasValue  
Config.Load  
Config.Reload  
Config.Save  
Config.SetParent

```
Config.SetValue
Console.Echo
Console.Enable
Console.Log
Console.SetColor
Input.EnableSet
Input.GetCurrentSet
Input.GetValue
Input.HasNewStatus
Input.IsActive
Input.IsSetEnabled
Input.ResetValue
Input.SelectSet
Input.SetValue
Locale.GetCurrentLanguage
Locale.GetString
Locale.SelectLanguage
Locale.SetString
Mouse.GetPosition
Mouse.SetCursor
Mouse.SetPosition
Mouse.ShowCursor
Object.AddFX
Object.AddShader
Object.AddSound
Object.AddTrack
Object.Attach
Object.Create
Object.Delete
Object.Detach
Object.Enable
Object.FindNext
Object.GetAlpha
Object.GetAngularVelocity
Object.GetChild
Object.GetClock
Object.GetColor
Object.GetCount
Object.GetCustomGravity
Object.GetGroup
Object.GetHSL
Object.GetHSV
Object.GetID
Object.GetLifeTime
Object.GetName
Object.GetOrigin
Object.GetOwnedChild
Object.GetOwnedSibling
Object.GetOwner
Object.GetParent
Object.GetPivot
```

Object.GetPosition  
Object.GetRepeat  
Object.GetRGB  
Object.GetRotation  
Object.GetScale  
Object.GetSibling  
Object.GetSize  
Object.GetSpeed  
Object.GetText  
Object.IsEnabled  
Object.IsPaused  
Object.Pause  
Object.Play  
Object.RemoveFX  
Object.RemoveShader  
Object.RemoveSound  
Object.RemoveTrack  
Object.SetAlpha  
Object.SetAngularVelocity  
Object.SetAnim  
Object.SetAnimFrequency  
Object.SetClock  
Object.SetColor  
Object.SetCustomGravity  
Object.SetGroup  
Object.SetHSL  
Object.SetHSV  
Object.SetLifeTime  
Object.SetOrigin  
Object.SetOwner  
Object.SetParent  
Object.SetPitch  
Object.SetPivot  
Object.SetPosition  
Object.SetRepeat  
Object.SetRGB  
Object.SetRotation  
Object.SetScale  
Object.SetSize  
Object.SetSpeed  
Object.SetText  
Object.SetVolume  
Object.Stop  
Render.GetScreenPosition  
Render.GetWorldPosition  
Resource.AddStorage  
Resource.GetPath  
Resource.GetTotalPendingOpCount

```
Resource.Locate
Resource.ReloadStorage
Resource.RemoveStorage
Screenshot.Capture
Sound.GetBusChild
Sound.GetBusParent
Sound.GetBusPitch
Sound.GetBusSibling
Sound.GetBusVolume
Sound.SetBusParent
Sound.SetBusPitch
Sound.SetBusVolume
Texture.Create
Texture.Delete
Texture.Find
Texture.GetLoadCount
Texture.GetName
Texture.GetSize
Texture.Save
Viewport.AddShader
Viewport.Create
Viewport.Delete
Viewport.Enable
Viewport.EnableShader
Viewport.Get
Viewport.GetCamera
Viewport.GetID
Viewport.GetName
Viewport.GetPosition
Viewport.GetRelativeSize
Viewport.GetSize
Viewport.IsEnabled
Viewport.IsShaderEnabled
Viewport.RemoveShader
Viewport.SetBlendMode
Viewport.SetCamera
Viewport.SetPosition
Viewport.SetRelativePosition
Viewport.SetRelativeSize
Viewport.SetSize
```

## Registering Commands

```
/** Registers a command
 * @param[in]   _zCommand      Command name
 * @param[in]   _pfnFunction  Associated function
 * @param[in]   _u32RequiredParamNumber Number of required parameters of the
 * command
```

```
* @param[in]    _u32OptionalParamNumber Number of optional parameters of the
command
* @param[in]    _astParamList List of parameters of the command
* @param[in]    _pstResult      Result
* @return       orxSTATUS_SUCCESS / orxSTATUS_FAILURE
*/
extern orxDLLAPI orxSTATUS orxFastcall orxCommand_Register(const orxString
_zCommand,
                                                    const
orxCommand_Function _pfnFunction,
                                                    orxU32
_u32RequiredParamNumber,
                                                    orxU32
_u32OptionalParamNumber,
                                                    const
orxCommand_Var_Def *_astParamList,
                                                    const
orxCommand_Var_Def *_pstResult);
```

## Timeline

Timelines allow for executing commands from the command module in config.

You can ask to push the result of a function as many time as you want but make sure to have the same numbers of push and pop, as usual for a stack.

Here are the current special characters:

```
" is used as a block delimiter, exactly in the same way as in config
> is used for pushing the result of a command and has to be typed before the
command
< is used for popping an element from the stack
^ is used to replace an argument by the GUID of the timeline's owner object
```

Now, if you want to use commands + timelines, let's say for creating a Timer object that will play the beep sounds before a race starts.

In config:

```
; Object template
[Timer]
TrackList = BeepTrack

; TimelineTrack template
[BeepTrack]
```

```
0 = Object.AddSound ^ RegularBeep
1 = Object.AddSound ^ RegularBeep
2 = Object.AddSound ^ HighPitchBeep
3 = Object.Delete ^
```

In code, create the "Timer" object and the timeline is added to it immediately on creation.

Currently, this is the [timeline track template](#) (from [CreationSettings.ini](#)):

```
[TimeLineTrackTemplate]
[Float] = "Your timeline event text here" | "Your command"; NB: Float is a
time in second (>= 0) after which this timeline event is going to be
triggered; If the event is a valid command it'll get executed by the command
module;
Loop = true|false;
KeepInCache = true|false; NB: If true, the timeline track will always stay
in cache, even if no track of this type is currently in use. Can save time
but costs memory. Defaults to false;
```

From:

<https://www.orx-project.org/wiki/> - **Orx Learning**

Permanent link:

<https://www.orx-project.org/wiki/en/tutorials/command/commandnotes?rev=1666993273>

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