

Basic IDE on eWON Flexy web interface

1. What is BASIC IDE?

The BASIC IDE (BASIC Integrated Development Environment) is a BASIC editor interface that has been integrated inside the eWON to develop BASIC scripts.

This means that it's a BASIC script editor, on the eWON web interface, that allows you to easily encode your BASIC scripts in order to process them.

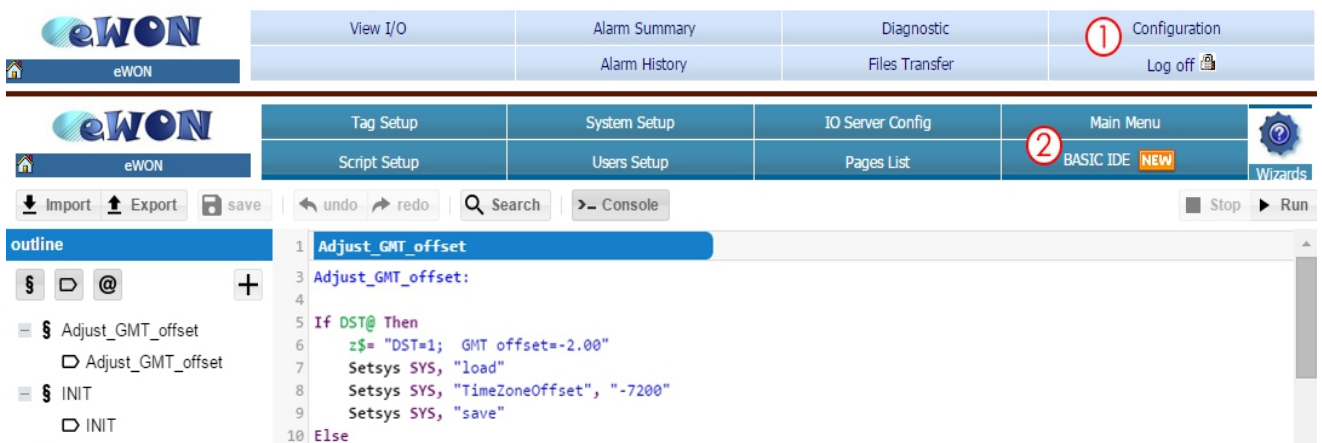
The BASIC IDE is developed **only** for the eWON Flexy and is available since firmware v8.2s0.

- Note -

The BASIC IDE will **not** be implemented in the CD series. It is a feature exclusively for the Flexy family.
For the CD series, it is via the Script Setup tab that BASIC scripts can be operated.

To get to that page, follow:

Configuration > BASIC IDE

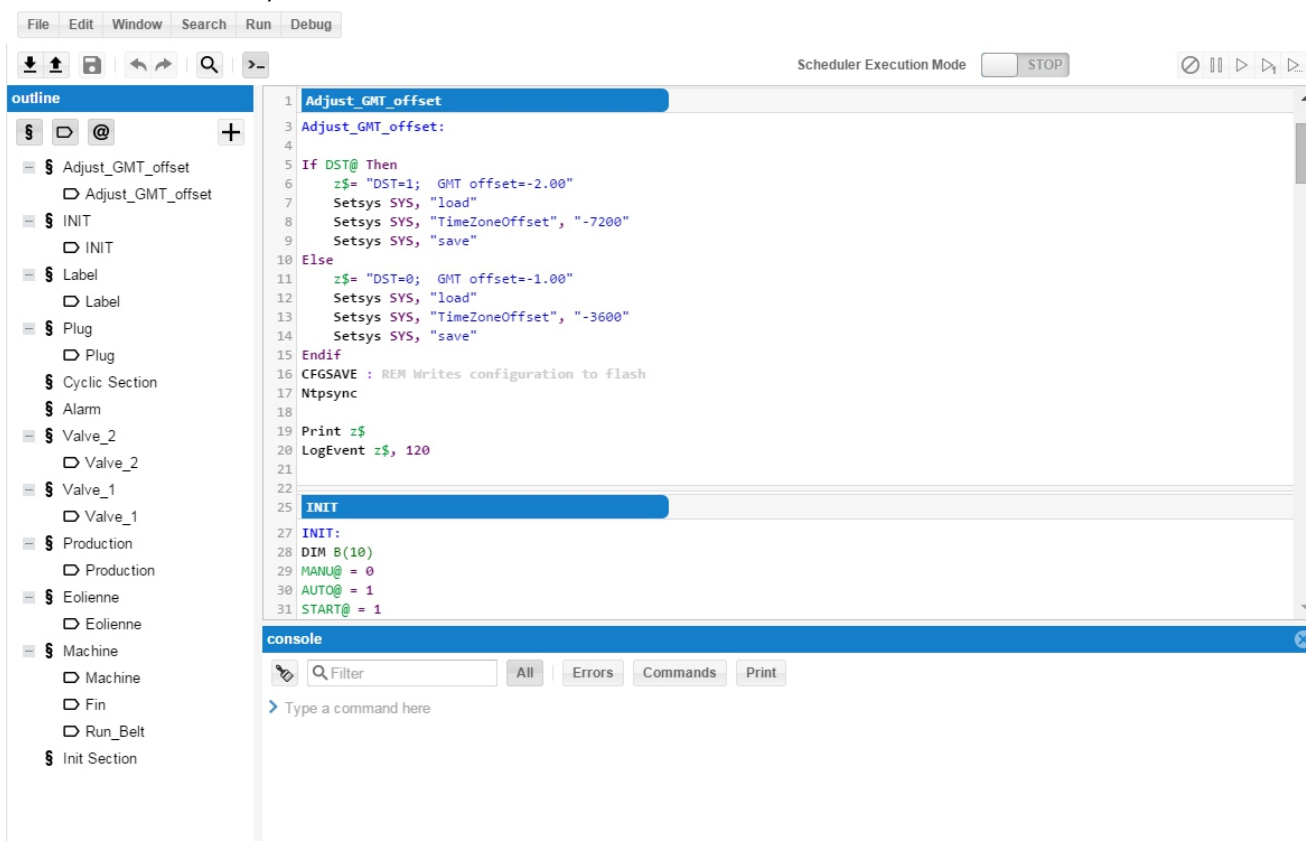


2. Why replace the previous BASIC editor?

With the BASIC IDE, users will have a better experience developing BASIC for eWON.

Using this interface, you will be able to:

- manage in a easier way your sections inside the code. Sections and labels will help you find directly the content that needed modification.
- import or export your code. This means that if you wrote your code externally, you will have the chance to simply import it in your eWON. Same goes to the situation where you want to copy your script, for example, to another eWON.
- enjoy the syntax highlighter for your code. Colors are useful to distinguish strings, operators, variables, comments...
- perform a search inside your code.
- use the "undo" and "redo" functions that simplify the modification process.
- Run or Stop programs inside the same frame.
- Put breakpoints in your code.
- See directly the Errors / Commands / Print in the console.



3. Which one should I use?

Both editors are active. This means that you can still use both to create/modify/delete scripts on your eWON.

Of course, we tend to privilege the BASIC IDE as it is easier to code with a user friendly editor and as the old editor will not receive any further development.

4. What's new?

4.1. Regrouping the tools

The BASIC IDE regroupes a lot of tools/actions whereas the old BASIC Script Editor was fragmenting them into different tabs.

Inside the BASIC IDE tab, you are able to create/edit/delete/save scripts, run/stop the program, debug with the console's help... all of this inside the same window.

4.2. BASIC 2

The integration of the BASIC IDE is also the opportunity to improve the BASIC language itself. The BASIC 2 has been implemented with the new editor which brings some improvements explained here under.

- Note -

Same as the BASIC IDE, the BASIC 2 will only be implemented on the eWON Flexy. The CD series continues with the BASIC 1.

4.2.1. Long variable

With BASIC 1, you can only declare a one character variable such as A% (for tags) or A\$ (for strings).

This is no longer true with the BASIC 2. This one allows to use long variable which will improve readability but also code refactoring. You are now able to write something like :

```
my_variable% = 1
```

This is also applicable for arrays:

```
DIM arrayOfString(25,80)  
DIM arrayOfFloat(25,80)
```

4.2.2. Functions

BASIC 2 comes with the ability to call Functions. These offer a lot of possibilities such as returning values, passing arguments by reference, call a recursive function, deal with local labels... Example would be:

```
Function my_function(@$param1,@$param2,@$param3$)
    $param1 = $param1 * 2
    $param2 = $param2 * 2
    $param3$ = "my_function_string"
EndFn
```

```
v1 = 1.5
v2% = 2
v3$ = "my_string"
@my_function(v1, v2%, v3$)
print v1
print v2%
print v3$
```

4.2.3. And more

To see the whole set of new features explained in detail, we highly suggest to take a look at the [RG-006-0-EN: Programming Reference Guide](#) available on the eWON developer website.

Revision

Revision History

Revision Level	Date	Description
1.0	20/04/2015	Creation of document
1.1	26/06/2015	Adding new features
1.2	31/08/2015	Beta to Official release of the Basic IDE

Document build number: 40

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