



MA3 Plugins Program Kit para Visual Studio Code

Version 1.2

Content:

This kit consists of a zip file that contains the following documents:

- Manual.pdf this manual
- RunLua.show example show file
- Test.lua example lua file
- TestIntern.lua example lua file
- GMA3_APIdummy.lua dummy functions to simulate API

Install:

To use RunLua for Visual Studio Code (VSC) you need to have VSC and onPC installed on the same PC. In VSC you must activate the Auto Save option (search in configuration) and install some Lua extensions. Please refer to the VSC documentation for more information about how to use VSC.

In order for the plugin and VSC to find the Lua files you need to create a folder for these files. Do not confuse this with the plugins folder in the MA folder structure. It is preferable to use a separate folder so that .lua and .xml files do not get mixed up.

Copy the files 'Test.lua' and 'GMA3_APIdummy.lua' to this folder and select this folder in VSC (file – select folder). RunLua.show should be copied to the GMA3 show files directory



Quick start:

Open the RunLua show file in MA3 onPC and the lua files folder in VSC. The RunLua show has one view (admin user) with a commandline history, macro pool and plugins pool. In the macro pool you find 2 test macros and in the plugins pool the RunLua plugin. You can export these to your system so that you can use these in other shows.

RunLua is controlled by macros

To run the Test.lua file:

- Edit the test macro.
- Adapt macroline 1 to reflect the path to your luafiles folder.
- Run the macro

To test another Lua file:

- Copy the file to your luafiles folder.
- Copy the test macro.
- Give the new macro the same name as your Lua file.
- Run the macro.

The plugin is run with the command Lua “RunLua()”

Run the Lua file as an internal plugin

Alternatively, you can run the Lua file as an internal plugin. This option loads the plugin in the plugins pool and runs it from there. The plugin will use the same name for the plugins as you used for the macro. If this plugin already exists, it will be overwritten.

This option is run with the command Lua “RunLuaIntern()”



Special folder N:\LuaFiles

If the macro does not set the LuaFolder variable (macroline 1), the plugin will assume that your file is in a folder called LuaFiles on the root of a USB drive. It will search on all possible drives until it finds your file. This option only works in onPC for Windows or in consoles.

The advantage of this option is that you do not have to change the folder in the macro when you switch to a different USB drive or to the console.

If the file is not found, a message is displayed with the resulting path so that you can check if you have spelled the filename and folder correctly.

GMA3 APIdummy.lua

You can easily download Lua extension for Visual Studio Code, but that doesn't make VSC recognize the GMA3 API.

GMA3 APIdummy.lua is an extensive Lua file that defines the names and parameters of the GMA3 API functions so that the Auto Complete option of Visual Studio Code recognizes these functions. All the functions in GMA3_APIdummy are empty. The action will be performed by the actual GMA3 API when you run the plugin from inside the GMA3 software.

To use GMA3_APIdummy you only need to have it located in the luafiles folder that you use with VSC. Auto Complete will then show the correct function names when you start typing so that typos will be reduced to a minimum and your programming speed will raise.