

Ai Modules

# Javascript

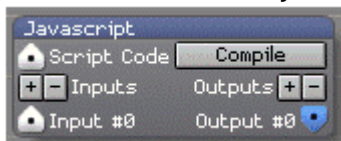
<b>section</b>	Scripting
<b>short description</b>	Allows you to make use of the comprehensive Javascript programming language inside Ai
<b>licence level</b>	Miami
<b>ports</b>	Script Code [multipurpose/text]
	Input #0...#n [multipurpose/text] or [control/numeric]
	Output #0...#n [multipurpose/text] or [control/numeric]
<b>parameter</b>	Compile [pushbutton] - compile the formula
	Compiler Results [textarea/readonly] - shows the results of the compile (OK or errors)
	Add Input [pushbutton] - adds an input port
	Delete Input [pushbutton] - deletes an input port (the highest)
	Add Output [pushbutton] - adds an output port
	Delete Output [pushbutton] - deletes an output port (the highest)
	Num Inputs [knob/rotary fader] - dial-in the number of inputs
Num Outputs [knob/rotary fader] - dial-in the number of outputs	
<b>skins</b>	./.

## used in example

- [Javascript Multiline Text](#)
- [Simple Javascript Patch](#)

## Manual

Allows for the use of Javascript within Salvation.



## Application hints

- have a look at the examples linked above!
- write your code in a text/notepad module, and patch this into the Script Code input port
- before compiling the Javascript code all inputs and outputs used in the code must be patched - else you get a compile error
- the main function in your Javascript code must be named Execute ( )
- inputs and outputs are referred to as inputs [0] or outputs [1]
- inputs and outputs can conduct text/strings or numbers
- the javascript language is well documented in thousands of websites and books. A good starting point is <https://www.w3schools.com/js/>

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<https://www.avosupport.de/wiki/ai/modules/scripting/javascript>

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