



See Potential

Alphabetical List of Commands

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Command	Description
"group"."label"	Will return instances matching this label.
"group": "label"	Will return labels matching this label. If an instance has 3 matches it will return the instance 3 times.
\$BUTTON_ID	returns the button identifier
\$COLUMN	returns the column the cell is in
\$ROW	returns the row the cell is in
\$THIS_BUTTON	returns the button name
ABS	Returns the absolute value of a number
ADD LABEL	Adds a label to the current code. Returns 1 if successful. Returns 0 if no label was added
AND	if values are numbers: returns 1 if both values are not zero, otherwise returns 0. If using text then it is assumed that you are referring to labels and the return result will be instances from the timeline that contain both labels. "AND" is commonly used inside other commands (see IF, COUNT...) and can be combined with "OR" and "NOT"
BUTTON	Grabs the output from another button using an identifier
BUTTON COLOR	Changes the background color of the current button
BUTTON NAME	Grabs the name from another button using an identifier
BUTTON OPACITY	Changes the opacity of the current button
BUTTON STATE	Returns 1 if button is down and 0 if button is up, in the code input window.
CEILING	Returns a number which has the number rounded up to the specified number of digits from the decimal point. If you need to display a certain number of digits after the decimal point use the decimal command
CELL	Grabs the output from another cell in the window
CELL COLOR	changes the color of the cell
CELL STRING	Grabs the output from another cell in the window as a string
CODE	Grabs the output from another button using a name
CODE ID	Grabs the identifier from another button using a name
COUNT	Will count the number of labels in the timeline (including

<u>DECIMAL</u>	multiple ones in the same instance) Returns a string which has the number to the specified number of digits from the decimal point. The number is always rounded down
<u>END</u>	Will give the latest end time of the labels or instances in the timeline in seconds. returns -1 if no instances
<u>END TIME</u>	will return all instances that have the correct end time condition
<u>EXIT</u>	stops the rest of the cell from being executed
<u>FLOOR</u>	Returns a number which has the number rounded down to the specified number of digits from the decimal point. This is similar to the decimal command excepts that it returns a number and not a string. If you need to display a certain number of digits after the decimal point use the decimal command
<u>FROM</u>	will get instances from specified timelines. Not using this command will default to use front timeline
<u>GROUP</u>	will return all instances that have labels with this group name
<u>HH:MM:SS</u>	Specify the time in hours, minutes and seconds
<u>IF</u>	Executes the statement based on a condition
<u>INDEX</u>	Finds the value from a range of cells with the given offset
<u>INDEX OF</u>	Will give the index/position of the first match that contains an instance in the other instances (ordered by start times). returns 0 for not found, 1 = 1st instance etc...
<u>INSTANCES</u>	Will return the instances in the timeline.
<u>INSTANCES2</u>	Will return all the instances in the timeline between the red markers.
<u>INSTANCE[x]</u>	Will return the 'x'th instance in the timeline based on start times.
<u>LABEL</u>	Will return a label in the timeline. If an instance has 3 labels it will return the instance 3 times.
<u>LABEL IN</u>	Will return a label in the instances. If an instance has 3 labels it will return the instance 3 times.
<u>LABELS</u>	Will return all the labels in the timeline. If an instance has 3 labels it will return the instance 3 times.
<u>LABELS IN</u>	Will return all the labels in the instances. If an instance has 3 labels it will return the instance 3 times.
<u>LARGE</u>	Finds the nth largest value in the cell group
<u>LENGTH</u>	Will give the length of labels in the timeline (including multiple ones in the same instance) in seconds
<u>LIMIT</u>	will limit instances based on conditions
<u>LOOKUP</u>	Finds a match for a given value in the first range, and then returns the value in the cell with the same relative position in the second range. Ranges cannot overlap or be of different sizes
<u>MOVE BUTTON BACK</u>	Moves the button to the back of the code window
<u>MOVE BUTTON FRONT</u>	Moves the button to the front of the code window
	if value is number: returns 1 if value is 0, otherwise returns 0. If using text then it is assumed that you are referring to labels

<u>NOT</u>	and the return result will be instances from the timeline that do not contain the label. "NOT" is commonly used inside other commands (see IF, COUNT...) and can be combined with "AND" and "OR"
<u>NOT OPEN</u>	Will test whether a given timeline is currently not open
<u>NUMBER</u>	Returns a number from the given string or instances
<u>NUMBER COUNT</u>	Count of valid number in labels
<u>OPEN</u>	Will test whether a given timeline is currently open if values are numbers: returns 1 if either value is not zero, otherwise returns 0. If using text then it is assumed that you are referring to labels and the return result will be instances from the timeline that contain either label. "OR" is commonly used inside other commands (see IF, COUNT...) and can be combined with "AND" and "NOT"
<u>OR</u>	
<u>OUTPUT COLOR</u>	Changes the text color for the output of the button
<u>OVERLAP</u>	Will return instances from the given arguments that overlap for any part of the timeline. Opposite of the unique command
<u>OVERLAP LENGTH</u>	Will give the length of instances that overlap with another instance in the timeline in seconds
<u>PUSH BUTTON</u>	Pushes the button up/down in the code input window. If this is a label button then you only need to use DOWN
<u>PUSH BUTTON DOWN</u>	Pushes the button down
<u>PUSH BUTTON DOWN WITH DELAY</u>	Pushes the button down after a delay
<u>PUSH BUTTON UP</u>	Pushes the button up
<u>PUSH BUTTON UP WITH DELAY</u>	Pushes the button up after a delay
<u>RANGE</u>	will return all instances that have the correct range time condition
<u>RANK</u>	Finds the rank of the value in the range
<u>RENAME</u>	Renames the current button
<u>RENAME GROUP</u>	Renames the group name for the current button. Only valid for buttons types that have groups i.e. Label buttons
<u>ROUND</u>	Returns a number which has the number rounded to the specified number of digits from the decimal point. It will round up or down depending on which is the closest digit. If you need to display a certain number of digits after the decimal point use the decimal command
<u>ROW</u>	will return all instances that are on these rows
<u>ROW COLOR</u>	changes the color of the row
<u>ROW_NAME</u>	Returns the row name from the front or specified timeline for the given index
<u>SEND</u>	Changes the value of the button in the code input window with that button name
<u>SEND BUTTON COLOR</u>	Changes the background color of the button in the code input window with that button name
<u>SEND TEXT COLOR</u>	Changes the text color of the button in the code input window with that button name
<u>SHOW</u>	Outputs the number, text or movies/instances to the cell
<u>SMALL</u>	Finds the nth smallest value in the cell group

<u>START</u>	Will give the earliest start time of the labels or instances in the timeline in seconds. returns -1 if no instances
<u>START TIME</u>	will return all instances that have the correct start time condition
<u>STRING</u>	Returns a string representaion of the number
<u>SUM</u>	adds all the values in the cell group
<u>TEXT COLOR</u>	Changes the text color in the name of the button
<u>TIME</u>	will return all instances that have the instance length condition
<u>TIMER</u>	converts the input in seconds to an hour based timer
<u>TIMER2</u>	converts the input in seconds to a minute based timer
<u>UNIQUE</u>	Will return instances from the given arguments that do not overlap for any part of the timeline. Opposite of the overlap command
<u>UNIQUE RANK</u>	Finds the rank of the value in the range making sure it is unique
<u>WHERE</u>	will select certain instances based on conditions

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