

## TRAKR Function Reference

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The TRAKR Function Reference is an essential guide to all the native TRAKR functions.

Function	Description	Syntax	Parameters	Returns
ClearRectangle()	Clears an area in the buffer defined by top/left and bottom/right coordinates	ClearRectangle( int, int, int, int)	4 ints, top/left x,y and bottom/right x,y	none
ClearScreen()	Clear all graphics from screen buffer	ClearScreen()	none	none
CloseFile()	Closes the specified file	CloseFile( File f )		none
CloseFileSystem()	Shuts down the file system	CloseFileSystem()	none	none
CloseGraphics()	Shuts down the graphic system	CloseGraphics()	none	none
CloseImageRegister()	Completes the Image Register function	CloseImageRegister()	none	none
CloseIR()	Releases control of the Infrared LED on the Trakr car	CloseIR()	none	none
CloseMotors()	Releases motor control	CloseMotors()	none	none
CreateFile( String pathName )	Creates and opens the named file	long CreateFile( String pathName )	path name of the file	
DeleteFile( String pathName )	Deletes the named file	long DeleteFile( String pathName )	path name of the file	
DrawImage()	Renders an image into buffer starting at coordinates and applying transparency	DrawImage( int, int, int, Color.transparent )	int imageIndex, int x, int y, Color transparent	none
DrawRectangle()	Draws a rectangle from top/left to bottom/right coordinates	DrawRectangle( int, int, int, int, Color rgba )	lt, ty, rx, by	none
DrawText()	Begins writing text at coordinates	DrawText(int, int, String)	int x, int y, String fmt, ...	?
FlushFile()	Completes all previous file operations	long FlushFile( File f )		
GetBatteryVoltage()	Returns the voltage level in millivolts from the car batteries	GetBatteryVoltage()	none	int
GetLeftMotorCurrent()	Returns the left motor current use in milliamps	GetLeftMotorCurrent()	none	int
GetRemoteKeys()	Queries all the remote buttons	GetRemoteKeys()		int
GetRemoteKeyStatus()	Queries a specified remote button	GetRemoteKeyStatus(int key)	int	bool
GetRightMotorCurrent()	Returns the right motor current use in milliamps	GetRightMotorCurrent()	none	uint16
IsAudioPlaying()	Checks status of audio file playback	IsAudioPlaying()		bool

Function	Description	Syntax	Parameters	Returns
OpenFile( String filename )	Opens a specified file for reading or writing to	File OpenFile( String filename )	path name of the file	
OpenFileSystem()	Opens the file system for use	long OpenFileSystem()	none	
OpenGraphics()	Opens the buffer for the display	OpenGraphics()	none	none
OpenImageRegister()	Signals the beginning of an operation to register images	OpenImageRegister()	none	none
OpenIR()	Takes control of Infrared LED on Trakr car	OpenIR()	none	none
OpenMotors()	Takes control of motors	OpenMotors()	none	none
ReadFile()	Reads (at current file position) up to a specified number of bytes into a buffer, and writes the number of bytes read into a variable	long ReadFile( File f, void* buffer, bufferLength)		
ReadTimer()	Returns the number of millisecond since last ResetTimer() call	ReadTimer()	none	int
RegisterImage()	Registers an image and gets back a handle	int RegisterImage( void* image, int size)	pointer to bitmap, length	int
ResetTimer()	Sets value of internal timer clock to 0	ResetTimer()	none	none
SeekFile()	Sets pointer to a place in file (byte count)	long SeekFile( File f, long pos)		
SetIR()	Sets the state of the Infrared LED on the Trakr car	SetIR(bool)	bool, 1 for on, 0 for off	none
SetLeftMotor()	Sets speed of left motor. -10,000=full reverse, 0=stop, 10,000=full ahead	SetLeftMotor( int speed )	int (-10,000 to 10,000)	none
SetLineWidth()	Sets the pixel width of lines used in drawing	SetLineWidth(int)	int, number of pixels	none
SetMotors()	Define speed of left and right motors at once with 2 integers	SetMotors( int leftSpeed, int rightSpeed )	int, int (-10,000 to 10,000)	none
SetRectangle()	Draws a solid rectangle	SetRectangle( int lx, int ty, int rx, int by, Color rgba)	4 ints, top/left x,y and bottom/right x,y AND a Color	none
SetRightMotor()	Sets speed of right motor. -10,000=full reverse, 0=stop, 10,000=full ahead	SetRightMotor( int speed )	int (-10,000 to 10,000)	none
SetScreen()	Set screen color and transparency	SetScreen(Color)	Color variable structure	none
SetTextColor()	Sets color and transparency of text	SetTextColor(Color)	Color variable structure	none

Function	Description	Syntax	Parameters	Returns
Show()	Updates the display with all graphics in buffer	Show()	none	none
Sleep()	Pauses the program for the amount of time (in milliseconds) specified as parameter. (There are 1000 milliseconds in a second.)	Sleep(uint32 us)	the number of milliseconds to pause	none
StartAudioPlayback()	Begins playing file at specified address	StartAudioPlayback( char* filename )	the address of a WAV file	bool
StartAudioRecording()	Creates file at specified location, and starts writing audio to buffer internal	StartAudioRecording( char* filename )	path name of the file	bool
StopAudioRecording()	Stops writing audio data to the buffer, and closes file	StopAudioRecording()		none
WriteAudioData()	Moves recorded data from buffer to file, clears buffer	WriteAudioData()		bool
WriteFile()	Writes bytes in buffer to file at current file position	long WriteFile( File f, void* buffer, uint32 bufferLength, uint32* bytesRead )		