

Lua scripts as action in scenes

Blocks

runCustomScript

Execute custom script

If the script doesn't have links in other scenes then the script should be removed automatically when the scene with this block is removed from the controller.

Example

```
{
  "blockOptions":{
    "method":{
      "name":"runCustomScript",
      "args":{
        "script":"script"
      }
    }
  },
  "blockType":"then",
  "fields":[
    {
      "name":"script",
      "type":"scriptId",
      "value": "5cf0dc8c7f000068d223e88a"
    }
  ]
}
```

Parameters

Name	Type	Required	Description
blockOptions.method.args.script	scriptId	+	Id of custom script which should be run

Commands

hub.scenes.scripts.add

Add new script for using in scenes

Request

```
{
  "id": "_ID_",
  "jsonrpc": "2.0",
  "method": "hub.scenes.scripts.add",
  "params": {
    "name": "Switch on all lights",
    "code": "require \"core\"\n\n local items = core.get_items()\n\n if items\n then \n\n for _, item in ipairs( items ) do\n\n core.set_item_value( item._id,\n true ) \n\n end\n\n end"
  }
}
```

Parameters

Name	Type	Required	Description
code	string	+	Lua code for scene(Max 5 kb for Linux and 1 kb for atom)
name	string	-	Name for lua code(Max 30 characters)

Response

```
{
  "error": null,
  "id": "_ID_",
  "result": {
    "_id": "5cf0dc8c7f000068d223e88a"
  }
}
```

Parameters

Name	Type	Required	Description
_id	string	+	Unique id of added script

Errors

Internal error code	Internal error code	Error token	Description
BAD_PARAMS	Wrong params, <FIELD>	rpc.params.invalid.<FIELD>	Format of any required field is wrong

hub.scenes.scripts.set

Change script from scenes

Request

```
{
  "id": "_ID_",
  "jsonrpc": "2.0",
  "method": "hub.scenes.scripts.set",
  "params": {
    "_id": "5cf0dc8c7f000068d223e88a",
    "code": "require \"core\"\n local items = core.get_items()\n if items
then \n \n for _, item in ipairs( items ) do\n core.set_item_value( item._id,
true ) \n end\n end"
  }
}
```

Parameters

Name	Type	Required	Description
_id	string	+	Id of the script
code	string	-	Lua code for scene(Max 5 kb for Linux and 1 kb for atom)
name	string	-	Name for lua code(Max 30 characters)

Response

```
{
  "error": null,
  "id": "_ID_",
  "result": {
  }
}
```

Parameters

No parameters

Errors

Internal error code	Internal error code	Error token	Description
BAD_PARAMS	Wrong params, <FIELD>	rpc.params.invalid.<FIELD>	Format of any required field is wrong

hub.scenes.scripts.get

Get content of script

Request

```
{
  "id": "_ID_",
  "jsonrpc": "2.0",
  "method": "hub.scenes.scripts.get",
  "params": {
    "_id": "5cf0dc8c7f000068d223e88a"
  }
}
```

Parameters

Name	Type	Required	Description
_id	string	+	Id of target script

Response

```
{
  "error": null,
  "id": "_ID_",
  "result": {
    "_id": "5cf0dc8c7f000068d223e88a",
    "name": "Switch on all lights",
    "code": "require \"core\"\n local items = core.get_items()\n if items\n then \n \n for _, item in ipairs( items ) do\n core.set_item_value( item._id,\n true ) \n end\n end"
  }
}
```

Parameters

Name	Type	Required	Description
_id	string	+	Unique id of script
name	string	-	Custom name of script
code	string	+	Lua code

Errors

Internal error code	Internal error code	Error token	Description
BAD_PARAMS	Wrong params, <FIELD>	rpc.params.invalid.<FIELD>	Format of any required field is wrong

hub.scenes.scripts.delete

Delete script record. Records can be removed only if not one references to it in scenes.

Request

```
{
  "id": "_ID_",
  "jsonrpc": "2.0",
  "method": "hub.scenes.scripts.delete",
  "params": {
    "_id": "5cf0dc8c7f000068d223e88a"
  }
}
```

Parameters

Name	Type	Required	Description
_id	string	+	Id of target script

Response

```
{
  "error": null,
  "id": "_ID_",
  "result": {
  }
}
```

Parameters

No parameters

Errors

Internal error code	Internal error code	Error token	Description
BAD_PARAMS	Wrong params, <FIELD>	rpc.params.invalid.<FIELD>	Format of any required field is wrong
SCENES_NOT_ALL_REFERENCES_REMOVED	Scenes has reference on this script	scenes.script.ref.exist	If at least one scene has reference to this script

hub.scenes.scripts.list

Get list of all added scripts

Request

```
{
  "id": "_ID_",
  "jsonrpc": "2.0",
  "method": "hub.scenes.scripts.list",
  "params": {
  }
}
```

Parameters

No parameters

Response

```

{
  "error": null,
  "id": "_ID_",
  "result": {
    "scripts": [ {
      "_id": "5cf0dc8c7f000068d223e88a",
      "name": "Switch on all lights"
    }
  ]
}

```

Parameters

Name	Type	Required	Description
_id	string	+	Unique id of script
name	string	-	Custom name of script

hub.scenes.scripts.run

Run a scene script (it may /may not be associated with a scene)

Request

```

{
  "id": "_ID_",
  "jsonrpc": "2.0",
  "method": "hub.scenes.scripts.run",
  "params": {
    "_id": "5cf0dc8c7f000068d223e88a"
  }
}

```

Parameters

Name	Type	Required	Description
_id	string	+	Id of target script

Response

```

{
  "error": null,
  "id": "_ID_",
  "result": {
  }
}

```

Parameters

No parameters

Errors

Internal error code	Internal error code	Error token	Description
BAD_PARAMS	Wrong params, <FIELD>	rpc.params.invalid.<FIELD>	Format of any required field is wrong
LUA_SCRIPT_ERROR	Script error	ezlo.lua.script.error	Failed to execute script

hub.scenes.delete

If the script doesn't have links in other scenes then the script should be removed automatically when the scene with runCustomScript block is removed from the controller.

hub.scenes.edit

If the script doesn't have links in other scenes then the script should be removed automatically when the scene with runCustomScript block is removed from the controller.

Lua API

1. All installed modules are available in scripts from scenes.
2. It should be processed as extension plugin
3. Virtual plugins should have a unique anonymous name at the start of the script.
4. Any subscription methods shouldn't work
 - a. core.subscribe()
 - b. network.subscribe()
 - c. timer.*
 - d. zwave.subscribe()
 - e. zigbee.subscribe()
 - f. 2gig.subscribe()