

Urbi Scripts

The full documentation about Urbi script is in part II of [Urbi sdk](#).

All script commands shall be preceded by "Global.moduleName."

To call a function from the API :

Global.moduleName.functionName

example :

```
var a="bonjour";
Global.tts.say(a);
```

To use a var from the API :

Global.moduleName.varName

example :

```
Global.servo.leftEyePan = 50;
```

Tutorial

You can find a tutorial file in your Reeti : */home/reeti/Devel/Samples/Urbi/script/*

You can also see it online : [Urbi Script Tuto](#)

This tutorial gives some simple samples for each Urbi functionality.

To "execute" the tutorial :

- open an Urbi console (shortcut on Reeti Desktop)
- copy and paste line by line from the tuto file to the console

How to run my Urbi script

You can run urbi script in several ways :

1. Manual local execution :
 - a. Enter urbi commands in an Urbi console (shortcut on Reeti Desktop)
 - b. Load a script file in Urbi console : `load("/myPath/myScriptFile.u");`
2. Automatic execution at Reeti launch
 - a. At Reeti power on, 3 script files are loaded in Urbi :
 - i. `/home/reeti/reetiPrograms/load/functions.u`
 - ii. `/home/reeti/reetiPrograms/load/initVar.u`
 - iii. `/home/reeti/reetiPrograms/load/neuralBlocks.u`
 - b. You can add any urbi script in those files. You can load your own script files from those files.
 - c. The 3 different files are intended to separate script in categories : basic functions, variables initializations and AI functions. However the 3 files are loaded in the same way and you can add whatever you want in each one.
3. Send script to Urbi server through IP connection
 - a. From any language or any TCP/IP client application, you can send Urbi script to the Urbi server on **port 54001**
 - b. Using netcat :
 - i. open a terminal
 - ii. `netcat 127.0.0.1 54001` (or external Reeti IP address for a remote connection)
 - iii. enter your command : `Global.tts.say("hello");`
 - c. Using netcat in command line : `echo "Global.tts.say(\"hello\");" | nc -q1 127.0.0.1 54001`
 - d. Using Urbi C++ client : refer to
 - e. Using Urbi Java client : refer to
 - f. Using any other language TCP/IP client : refer to your language manual to create a client on 54001 port and send string containing your Urbi script.