

# Stellarium

## Scripting Commands

### Usage des scripts

Les fichiers scripts (fichiers textes) doivent être dans les répertoires  
 \users\utilisateur\stellarium\scripts  
 \scripts du programme stellarium.

Pour atteindre un script et l'exécuter :

- appuyer sur la touche **m**
- avec les flèches **↑** et **↓** se placer sur l'option 7. *Scripts*
- avec la flèche **→** (ou **←** pour revenir) passer à la sous option 7.1 *Scripts locaux : Sélectionner et quitter pour lancer*
- pour choisir un script, avec les flèches **↑** et **↓**, faire défiler leurs noms pris dans les deux répertoires ci-dessus et classés par ordre alphabétique
- taper **m** pour lancer le script

Touches de contrôle :

- CTRL+c** arrête et finit un script
- 6** bascule arrête et redémarre un script qui s'exécute
- K** fait repartir un script et le défilement du temps

Command	Argument Names	Argument Values	Notes
audio	action	pause play sync	Audio functions are only available if Stellarium was compiled with the audio options. If this is not the case, a message should be printed at startup to the terminal (OSX, Linux) or stdout.txt (Windows) stating, "This executable was compiled without audio support."
	filename	AUDIO_FILENAME	Used with "play" action. Format support depends on your binary. Ogg Vorbis format is recommended. WAV format should work but is discouraged because in this case the audio track will not adjust if the script is fast forwarded. [This is a current limitation of the SDL_Mixer library.]
	loop	on off	Used with "play" action. Default is off
	output_rate	SAMPLES_PER_SECOND	For example, 44100 is CD quality audio.
	pause		
	play		
	sync		
	volume	decrement increment VOLUME_LEVEL	VOLUME_LEVEL is between 0 and 1, inclusive.

clear	state	natural	Turn off fog and all labels, lines, and art. Turn planet,star, and nebula rendering on. Deselect any selected objects. Return to initial fov and viewing direction. If state is natural, ground and atmosphere will be turned on, otherwise these will be turned off.
date	local	[[ - ]YYYY-MM-DD]Thh:mm:ss	Set time to a specified date and/or time using current timezone. 'T' is literal.
	utc	[ - ]YYYY-MM-DDThh:mm:ss	Set time to a specified date and time in UTC time. 'T' is literal.
	relative	DAYS	Change date and time by DAYS (can be fractional).
	load	current	Set date to current date.
deselect			Deselects current object selection, including any constellation selection. See select.
flag	atmosphere azimuthal_grid bright_nebulae cardinal_points chart constellation_art constellation_boundaries constellation_drawing constellation_names constellation_pick ecliptic_line enable_move_keys enable_tui_menu enable_zoom_keys equator_line equatorial_grid fog gravity_labels help infos moon_scaled landscape landscape_sets_location manual_zoom menu meridian_line milky_way	on 1 off 0 toggle  nebulae nebula_names night object_trails planets planet_names planet_orbits point_star script_gui_debug show_appname show_date show_fov show_fps show_gravity_ui show_script_bar show_selected_object_info show_time show_topbar show_tui_datetime show_tui_short_obj_info star_names star_twinkle stars track_object	Set rendering flags. One argument name per command allowed currently. track_object is only useful while an object is selected. The following flags are key user settings and are not accessible from scripts : enable_move_keys enable_move_mouse enable_tui_menu enable_zoom_keys gravity_labels help horizon infos menu show_appname show_date show_fov show_fps show_gravity_ui show_time show_topbar utc_time

image	action	load drop	Drop images when no longer needed to improve performance.
	altitude	ALTITUDE_ANGLE	For positioning the center of the image in horizontal coordinates. Zero is at the horizon, 90 is at the zenith.
	azimuth	AZIMUTH_ANGLE	For positioning the center of the image in horizontal coordinates. Zero is North, 90 is East.
	coordinate_system	viewport horizontal	What coordinate system to use to position the image. Must be defined at image load. Can not be changed later. Default is viewport.
	drop	name	drops named image from memory
	duration	SECONDS	How long to take to complete the command.
	filename	IMAGE_FILENAME	Path must be relative to script.
	name	IMAGE_NAME	Used to refer to the image in later calls to manipulate the image. Images must be in PNG format. If images do not have dimensions that are powers of 2 (128, 256, etc.) they are re-sized when loaded to meet this requirement.
	alpha	ALPHA	0 is transparent (default), 1 is opaque. ALPHA can be fractional. Note that images are drawn in the order they were loaded.
	scale	SCALE	How large to draw the image. In viewport coordinates, at 1 the image is scaled to fit maximized in the viewport. In horizontal coordinates, this defines the maximum angular width of the image in degrees.
	rotation	DEGREES	Absolute rotation, positive is clockwise.
	xpos	X_POSITION	Where to draw center of image. 0 is center of viewport, 1 is right edge of viewport.
ypos	Y_POSITION	Where to draw center of image. 0 is center of viewport, 1 is top edge of viewport.	
landscape	load	[variable]	Load a landscape. Arguments have same names and possible values as in a landscape.ini file except that texture file names need to be specified in full including the path relative to the script. Also add argument "action load"
meteors	zhr	ZENITH_HOURLY_RATE	Integer number
look	delta_az	RADIANS	Change the viewing angle by RADIANS (azimuth)
	delta_alt	RADIANS	Change the viewing angle by RADIANS (altitude)
moveto	lat	LATITUDE	South is negative
	lon	LONGITUDE	West is negative
	alt	ALTITUDE	In meters
	duration	SECONDS	How long to take to effect this change.

script	action	play end pause resume record cancelrecord	Note that pause toggles playback. If a script plays another script, the first will terminate.
	filename	SCRIPT_FILENAME	
select			If no arguments are supplied, deselects current object. (Leaves constellation selection alone.) See deselect command.
	constellation	CONSTELLATION_SHORT_NAME	3 character abbreviation from constellationship.fab, case insensitive.
	constellation_star	HP_NUMBER	Select the constellation which is made up by the specified star
	hp	HP_NUMBER	Integer Hipparcos catalogue number
	nebula	NEBULA_NAME	Name as defined in nebula_textures.fab
	planet	PLANET_NAME	Name as defined in ssystem.ini
	pointer	on 1 off 0	Whether to draw the highlighting pointer around the selected object. Default is on.
set	atmosphere_fade_duration	SECONDS	Number of seconds it takes for atmosphere toggle to complete
	auto_move_duration	SECONDS	Used for auto zoom
	constellation_art_fade_duration	SECONDS	Number of seconds it takes for constellation art toggle to complete
	constellation_art_intensity	0.0 .. 1.0	Floating point number between 0 and 1
	home_planet	PLANET_NAME	The planet name comes from the ssystem.ini file. It is case sensitive
	landscape_name	LANDSCAPE_NAME	The section name from landscape.ini
	max_mag_nebula_name	MAGNITUDE	Floating point apparent magnitude value. Only label nebulas brighter than this
	max_mag_star_name	MAGNITUDE	Floating point apparent magnitude value. Only label nebulas brighter than this
	milky_way_intensity	INTENSITY	Decimal number. 1 is normal brightness
	moon_scale	SCALE	1 is real size
	nebula_scale	SCALE	
	sky_culture	CUTURE_NAME	Directory name from skycultures.fab
	sky_locale	LOCATE_ID	3 letter code. eng, fra, etc.
	star_mag_scale	MAG_SCALE	
	star_scale	SCALE	
star_twinkle_amount	AMOUNT	0 is no twinkling	
time_zone	ZONE	System dependent	

time rate	rate	SECONDS_PER_SECOND	Set simulation time rate.
	pause		pause time
	resume		resume time after pause
	increment		increase time rate
	decrement		decrease time rate
wait	duration	SECONDS	Only useful in scripts. SECONDS can be fractional.
zoom	auto	in initial out	"initial" returns to configured initial fov and viewing direction
	fov	FIELD_OF_VIEW	in degrees
	delta_fov	DELTA_DEGREES	
	duration	SECONDS	Not used with delta_fov