

MasterPause Toggle

WaitForMidi 0x90, 10, Any

Math operations (expressions)

- Standard : + , - , / , * , %
- Inversion : !
- bit OR : |
- bit AND : &
- bit XOR : ^
- bit right shift : »
- |bit left shift : «

Operators

IF operator

Syntax: if (expression) operator

expression - covered with brackets. Must be an expression with numerical result that gives "0" or not a "0". So, for numerical variable it's possible to write "if (variable) ...".

Compare operators are: ">" ">=" "<" "<=" "=" "<>". They produces numerical result "0" or "1".

You can combine comparing operations with "&" and "|" bit-wise operators (but be sure that left and right side are "0" or "1"). It's recommended to cover complex operations into brackets - like "if ¹⁾"

operator will be executed if condition gets non-zero result. If you want to place other operator after "if (condition) operator" - it must be divided with ";" - but it's better to place next operator on the next line



GOTO operator

Syntax: goto label

"label" is a name of position for a jump. The label can be placed before any operator and separated by ":" character. As example:

```
mylabel: WaitForBeat 4 ... do something... goto mylabel
```

Operator GOTO can work with the labels inside the string variables. It means that you declare string variable, assign a label name to variable, and then you a variable in GOTO. Example:

```
var s s="mylabel" goto s
```

```
DisplayPopup "It does not work" exit
```

```
mylabel: DisplayPopup "It works"
```

VAR operator

PangoScript allow define local variables. The lifetime for the local variable defined by lifetime of the Scriptor that execute PangoScript. As soon as the Scriptor freed, all its local variables are removed as well.

All variables must be declared before the using. No need to specify the type of variable. The variable automatically adjust the type depending on value. Internally supported integer, float and string variables. The declaration start from VAR operation and the follow one or more variable names. As example:

```
var MyVariable var a,b,c
```

Before using the variable must be initialized by some value. Otherwise BEYOND will generate error and stop script execution. Example: var MyInteger, MyString MyInteger = 10 MyString = "Hello!"

All variables declared as VAR are local.

GLOBALVAR operator The variable can be declared as global. In this case, it visible in ALL scripts of BEYOND.

1)

```
1>2) & ((3+2)>1
```

From:

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