

Release Notes for FrameScript version 1.27 C01

Overview

FrameScript is a scripting (or macro language) for the FrameMaker (releases 5.1x, 5.5x, 5.5.6 and 6.0) document publishing system for the Windows 95/NT platform. A FrameScript script is a set of commands (in a text file) that allows you to perform a simple or complex tasks automatically. It allows you to customize your FrameMaker installation by setting various FrameMaker properties at sign-on.

Note: Though FrameScript works with the SGML versions of the Frame product line, the SGML elements and properties are not (as yet) supported.

This version of FrameScript is for FrameMaker version 5.5.6.

Evaluation copy

This is an evaluation copy of FrameScript. It will expire on November 30, 2000.

Documentation

There are three PDF files enclosed with this product. This document (relnotes.pdf), a quick reference guide to the FrameScript commands (fslquick.pdf) and the FrameScript Scriptwriter's reference (fslref.pdf). The scriptwriter's reference is the main document for this product. It includes the full syntax of all the commands, a complete list of objects and their properties and an overview of the script elements. You should print out this document, though it might take a while; it is over 250 pages. You may wish to print off the first few chapters and view the function and object reference chapters on-line. The quick reference guide is useful as a command summary.

What's New

1. This release fixes various bugs and memory leaks.

Known Problems

There are several problems that we have traced down the problems in the Frame FDK. We are working with Frame Tech support to resolve some of these issues.

1. Edit Script Window.

The backslash character (\) behaves erratically when entered in the new edit window. Sometimes it changes (with the following character) to another character. Sometimes it disappears altogether. We have provided a variable called BackSlash (or BKSL for short) that will allow you to enter a backslash character in a string constant. For example in, set teststr = 'C:' + BKSL + 'FrameScript'; The resulting value in teststr will be 'C:\FrameScript'.

2. Save Book as HTML.

When attempting to save a book as HTML, FrameMaker aborts after the command completes. This also appears to be a problem in FrameMaker because we've recreated the problem outside of FrameScript. There is a work around, however. If you open the *first* document in the book, it seems to work properly. It must be the first document. Others can be open or not, but if the first document is not open, Frame aborts.

3. Bad values.

FrameScript uses the Frame FDK. Sometimes a FrameScript command will pass values to the FDK and sometimes these values are invalid. Most of the time, the Frame FDK will give an error, but occasionally bad data will cause Frame to abort. FrameScript makes a reasonable attempt to check values before passing them to the FDK, but sometimes this is impractical even if it's possible.

4. Bad property lists on unanchored frames.

Getting the properties of an unanchored frame (uframe.Properties) occasionally causes Frame to abort.

Installation:

To install the FrameScript system on your computer, perform the following steps:

1. Run the self-extracting file (fscr556Eval.exe) from the Windows Explorer (or other such program).

You've already done that or you wouldn't have these release notes to read.

You should have the following files in a directory on your system:

- fsl556e.dll
- fscript.ini

2. Make sure that FrameMaker is not currently running.

3. Use a text editor (such as notepad.exe) to edit the maker.ini (or fmsgml.ini) file located in your maker (or fmsgml) directory, making sure that you replace the *installdir* with the name of the directory where you installed FrameScript.

- Locate the section labeled '[APIClients]'
- Add the following line to the end of this section.
- fsl=Standard,FrameScript,*installdir*\fsl556e.dll
- Save the file.

4. Make sure that the 'fscript.ini' file is located in the same directory as the fsl556e.dll. This file contains the customization options, described in the FrameScript Scriptwriter's Reference.

5. The next time you start FrameMaker, FrameScript will be ready to run scripts.

Customization

Use the Options dialog box to change the program options. This dialog box can be brought up using the FrameScript->Options menu command.

Running FrameScript scripts

FrameScript provides three menu commands. The 'Run...' command lets you choose a script from your hard disk to run. The 'Install...' command lets you install a simple or event script into the system. When you install a simple script you provide a menu item label for it. This menu item will appear under the 'FrameScript -> Scripts' menu. This makes it convenient to run frequently used scripts. The 'Uninstall...' command allows you to remove a script.

The best way to keep a list of installed scripts is to install them via the initial script. FrameScript will automatically run a script whenever it starts. The name of this script is identified in the fscript.ini file under the 'InitScript' option. Put the complete path name of a script here and FrameScript will run it. You may use the FrameScript 'Install' command to install many scripts automatically, so you're all set to run every time you start FrameMaker.

Sample Scripts

There is a set of sample scripts available. See the PDF file SampleScripts.pdf in the SampleScripts directory for more information.

Demo Scripts

There are two sets of demonstration scripts available. These are located in the Demos directory. The first demo is called **ImportDemo** located in the directory Demos\ImportDemo. Open the PDF file ImportDemo.pdf for information on running this demo. The second demo is called the **FrameWitch** demo. It is located in the Demos\FrameWitchDemo directory. Open the PDF file FrameWitchDemo.pdf for information about running this demo.

NOTE: TEST YOUR SCRIPTS ONLY ON TEST DOCUMENTS. You should test a script thoroughly on test documents before running them on real documents!!!

Happy Scripting!!