

Release Notes for FrameScript version 2.00 R01

Overview

FrameScript is a scripting (or macro language) for the FrameMaker (releases 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.

Documentation

There are five PDF files enclosed with this product. This document (relnotes.pdf), a quick reference guide to the FrameScript commands (fslquick.pdf), a database reference (fslDB.pdf), a Scriptwriter's guide (fslGuide.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

The following is a partial list of new items in FrameScript 2.0.

- Improved user interface
 - Resizable Edit windows
 - Multi-file editor
 - Full editing commands (Find/Replace/Print/Go to line, etc.)
 - Keeps track of most recently used files
- Script builder function
 - Contains a list of Frame properties
 - Contains a list of commands
 - Point and click interface
- Database retrieval functionality
 - Retrieval access to standard ODBC databases (Access, dBase, SQL Server, etc.)
- FrameMaker+SGML capabilities.
 - Access to SGML objects (such as Elements, Element Definitions, Attributes, etc.)
- Improved program windows.
 - Resizable Scrollbox
 - Remembers last window position.
- New customizing options
 - Customize menu item names
 - List of search directories
 - List of script extensions
 - List of external objects
- Local variables
 - You can create variables that are local to a subroutine

- Compiled scripts
- New commands
 - Call client command (call other API clients)
 - Document compare function
 - Frame Find command
 - Update Book command (Frame 6.0 or higher)
 - Sort List command
 - Export command (export graphics)
 - Push/Pop clipboard
- Command shortcuts
 - MarkerTypeName option on New Marker command
 - PgfFmtName and Text options on New Paragraph command
 - Predefined lists (DocPgfFmtNameList, DocCharFmtNameList, etc.)

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 standard or event script into the system. When you install a standard 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. The **Database** demo is located in the Demos/DatabaseDemo directory. See the fslDB.pdf reference for more information and a 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!!

Manual Installation:

This should not be necessary, but in the event that something went wrong with the automatic installation, you can manually install FrameScript as follows:

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

1. Make sure that FrameMaker is not currently running.
2. 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 and that you replace fslXX.dll with the name of the FrameScript dll located in your install directory.
 - Locate the section labeled '[APIClients]'
 - Add the following line to the end of this section.
 - fsl=Standard,FrameScript,*installdir*\fslXX.dll
 - Save the file.
3. Make sure that the 'fscript.ini' file is located in the same directory as the fslXX.dll. This file contains the customization options, described in the FrameScript Scriptwriter's Reference.
4. The first time you run FrameMaker after installing FrameScript, a dialog box will appear asking you to type in the registration number. Enter your name and the FrameScript registration number that was sent to you and press the OK button. See the following illustration.