

Release Notes for ElmScript version 4.0

Overview

ElmScript is a scripting (or macro language) for the FrameMaker (releases 5.5.6, 6.0, 7.0, 7.1 and 7.2) document publishing system for the Windows 95/98/ME/NT/2000/XP platforms. A ElmScript 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 four PDF files enclosed with this product. This document (ReleaseNotes.pdf), a user's guide (UsersGuide.pdf), an EslObject Reference (EslObjects.pdf), and the Reference Manual (RefManual.pdf). The *User's Guide* manual provides an overview of the script elements and information on how to run and customize the product. The *RefManual* document provides a reference manual (with full syntax) for all ElmScript commands and FrameMaker objects. The *EslObjects* document is a reference manual for the ElmScript EslObjects. These include things like database access objects and forms as well as many utility objects.

New in this release

See the V40BetaDoc.pdf document for information about the new features of ElmScript 4.0.

Customization

You can use the Options dialog box to change the program options. This dialog box can be brought up using the ElmScript->Options menu command. The ElmStudio editor can be customized by modifying the .property files.

Running ElmScript scripts

ElmScript 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 'ElmScript -> 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. ElmScript will automatically run a script whenever FrameMaker 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 ElmScript will run it. You may use the ElmScript '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 folder for more information.

Demo Scripts

There is a set of demonstration scripts available. These are located in the Demos folder. The first demo is called **ImportDemo** located in the folder Demos\ImportDemo. Open the PDF file ImportDemo.pdf for information on running this demo. The **Database** demo is located in the Demos/DatabaseDemo folder. See the EslObjects.pdf reference for more information and a demo. The **System Object Demos** are a set of demo scripts show how to use some of the new features of the ESystem Object. These are located in the Demos\SysObjDemos folder.

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 Registration

This should not be necessary, but in the event that something went wrong with the automatic registration, you can manually register ElmScript in one of two ways. In either case, make sure that FrameMaker is not currently running. The first way is to run the registration program (RegisterEsl.exe) located in your ElmScript folder. This will bring up the registration screen.

IMPORTANT: The registration program looks at the Windows Registry to find the correct location for the FrameMaker version corresponding to the ElmScript version you are installing. Most of the time, it will find the correct version. In some cases, however, especially if you have more than one copy of the same version of FrameMaker installed, the registration program may not be able to find it. If this happens, use the Browse button on the registration dialog, to select the correct version of FrameMaker. Select the FrameMaker executable file (**FrameMaker.exe** or **FrameMaker+SGML.exe**, depending on the version you have).

Enter the appropriate information and press register. If this does not work, you may need to do it using a text editor. To do this, look at the User's Guide for the section on manual registration.