

Running Demo Scripts

There are several demonstration scripts that you may try out. These are located in the Demos:\ImportDemo folder (under your FrameScript installation folder). These are provided to illustrate some (but by no means all) of the capabilities of FrameScript. You can use these as a starting point in writing your own scripts.

Three of these scripts are event scripts. Four are standard scripts. Do the following steps to run the demo scripts. You may also use this demo book and documents to test out various Sample Scripts located in the SampleScripts folder.

1. Start FrameMaker.
You should see a sign-on dialog box for FrameScript, if you haven't already turned this option off using the Options dialogs.
2. Use the Run command ('FrameScript -> Run...') to select and run a script called 'InstallImportDemos.fsl'. This is located in the ImportDemo folder under the FrameScript\Demos folder. This script will install the other demo scripts. NOTE: Only event scripts have to be installed. When standard scripts are installed, it makes them easier to run and locate, by providing a menu command for them.
3. A message should appear saying that the demo scripts are installed..
4. Create a new document (File -> New), portrait format.
5. Run the table tests (Table -> Insert Table Type n). These functions insert some predefined table formats that goes beyond what you can do with the standard FrameMaker table formats.
6. Open the Test book (Import.book).
7. Run the installed standard script 'Import Files from Book'. There should be a menu item under the FrameScript menu (FrameScript -> Scripts -> 'Import files from book' to run this script.
8. The program should combine all the documents in the test book into one document. This is done using the FrameScript Import File command, which is similar to using the
File->Import->File...

FrameMaker user interface command except that this will do it without user interaction.
9. While this document is open, run the 'Turn on All Conditionals' script (FrameScript->Scripts->Turn On All Conditionals). Some conditional text should appear. This command is simply an easy shortcut, instead of bringing up the conditionals window. Many such shortcuts are available with FrameScript
10. Place the cursor in the text to get an insertion point. Run the 'Insert Special Variable' function (FrameScript->Scripts->Insert Special Variable). This function is another shortcut to insert a variable at the current location. You may have a long list of variables in your document. You may have a few that you use over and over again. This saves you the trouble of bringing up the FrameMaker Variables window and going down the list. For a better illustration of this look at the VarCatalog.fsl event script
11. While all this has been going on, a script has been running in the background (audittrail.fsl). This was installed above but it hasn't done anything obvious to the user. It was recording all the document opens and closes. When you uninstall this script or exit FrameMaker there will be a file called 'audit.txt' which is a text file showing all the opens and closes that occurred while the script was installed.
12. Also while all this has been going on, another script has been running in the background (CustomViewOpts.fsl). Likewise, this was installed by the InstallImportDemos script above. This script runs in the background to set five different view document view options: TextSymbols, Borders, Grid, Rulers and the Snap option. During the initialize routine you set the flags to the desired values (True or False) for these view options. Every time a document is opened, this script sets these options to the desired value.

