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Technical Support

(850) 386-4573
techsupport@xtender.com

Sales and Information

(800) 983-6337
(850) 386-4573

Email

info@xtender.com

Fax

(850) 386-2594

Web Site

http://www.xtender.com

Introduction

Script Manager XT is an XTension for QuarkXPress versions 3.31 and later. Script Manager XT makes AppleScripts readily available within XPress through a convenient palette. The XTension lets the user gang together multiple scripts into a "chain" to accomplish more complex tasks. Script Manager XT even makes it easy to display and edit the name attached to particular page elements.

Minimum System Requirements

Script Manager XT is designed for QuarkXPress 3.31 for the Macintosh and Power Macintosh. Script Manager XT is network protected and is fully compatible with floppy, RAM, or hard disks.

This manual assumes that you are familiar with standard Macintosh procedures such as basic use of the mouse, clicking, pulling down menus, copying files, and copying disks. If any of these procedures are new to you, please refer to your operating system's user's manual.

Installing Script Manager XT

The disk or downloaded software includes a file named **Script Manager XT**. To install Script Manager XT, drag the file into the XTension folder inside the folder that contains the QuarkXPress application. Then restart the QuarkXPress application.

Naming Boxes

Script Manager XT makes it easy to display and edit box names. To display the names for all boxes in the current document, select *Show Item Names* from the **View** menu. All items in the document display an item name label at the bottom left, as shown below:



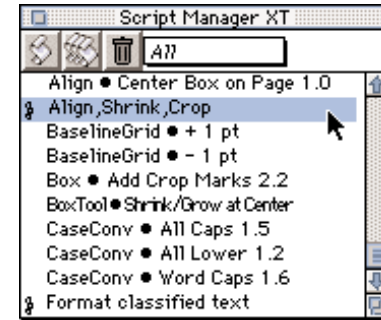
The item name may be edited by changing it on the display at the bottom left of the page element. This requires the item names to be displayed instead of hidden. Just select the item whose label needs to be edited, then hold down the Option key while clicking on the item name. The item name in the label highlights.



Type a new item name into the label and press the return key. This sets the new name for the item.

The Script Manager XT Palette

Most of Script Manager XT's functionality is accessed through the Script Manager XT Palette. To activate the Script Manager palette, select *Show Script Manager XT* from the **View** menu.



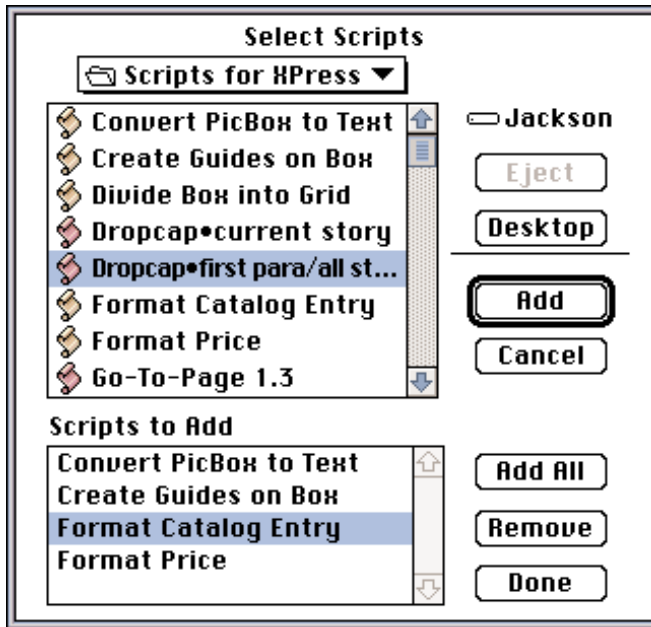
The Script Manager XT palette includes:

- Add Script button — This button (📄) allows the user to add scripts to the script display list.
- Chain Scripts button — This button (🔗) activates the script chain feature, allowing the user to designate a series of scripts that should run one after another.
- Trash button — This button (🗑️) removes all selected script names from the script display list.
- Label popup menu — A popup menu that displays the labels applied to various scripts in the palette. Selecting a label limits the display of scripts to those which have that particular label applied to them.
- Script Display list — A scrolling list at the bottom of the Script Manger XT palette, this displays all scripts currently accessible to Script Manager XT.

Adding Scripts to the Script Manager XT Palette

To make scripts readily available through Script Manager XT, they need to be loaded into the palette. Click on the palette's script button (📄) to activate the Select Scripts dialog.

Script Manager XT



The select scripts dialog lets the user compile a list of scripts to be added to the scripts currently available. To add scripts to the Scripts To Add list at the bottom of the dialog, locate and enter the folder that contains the desired scripts, then click the **Add All** button to transfer the script names to the Scripts to Add list. Scripts may be removed from the Scripts to Add list by selecting the script name and clicking the **Remove** button. When the Scripts to Add list contains the desired scripts, click the **Done** button to place those scripts in the Script Manager XT palette.

Adding a single script to the Script Manager XT palette is easy. Click the palette's script button to activate the Select Scripts dialog, then highlight the script name in the top half of the dialog. Click the **Add** button or double-click the script name to add that script to Scripts To Add list at the bottom of the Select Scripts dialog.

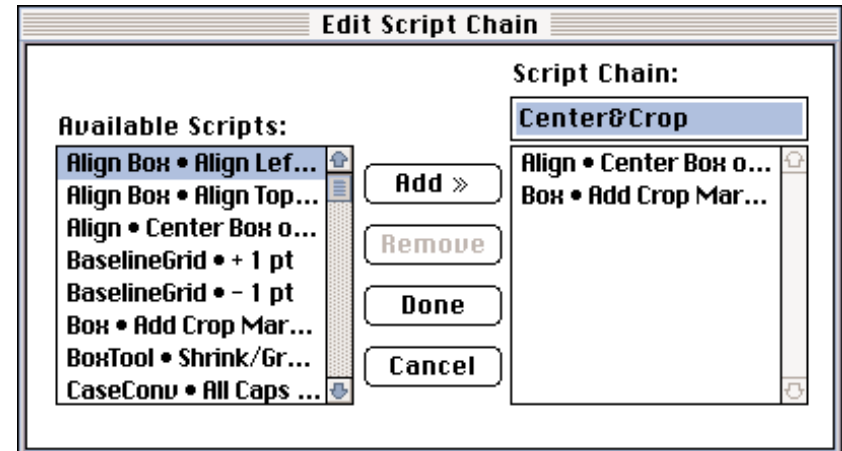
Removing Scripts from the Script Manager XT Palette

To remove a script from the Script Manager XT palette, select one or more scripts in the palette's script display list then click the Trash button (🗑️). The scripts are removed from the palette.

Script Manager XT

Creating a Script Chain

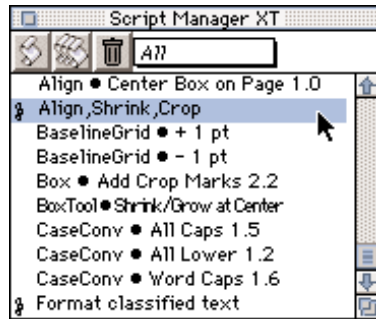
Script Manager XT gives the user the ability to create “script chains,” series of scripts which run one after another in sequence. To create a script chain, click the Chain Scripts button (🔗) on the Script Manager XT palette.



The Script Chain dialog gives the user a scrolling list of scripts on the left side of the dialog. This list includes all of the scripts currently loaded into Script Manager XT. The right side of the dialog contains another scrolling list to which the user may add scripts from the Available Scripts list. Any scripts which were selected when the user clicked the **Chain Scripts** button automatically appear in this list.

To transfer a script from the Available Scripts list to the Script Chain list, select the script name in the Available Scripts list and click the **Add** button or double-click on the script name in the Available Scripts list. To delete a script from the Script Chain list, select the script name then click the **Remove** button. Remember, the scripts will execute in the order they are listed in the Script Chain list.

A field at the top right of the Script Chain dialog lets the user name the new script chain. Once the new script chain has been named and its list of scripts is in order, click the **Done** button to close the Script Chain dialog and return to normal operation of QuarkXPress. The new script chain appears in the Script Manager XT palette's script display list with a small chain symbol beside it to indicate it is a chain instead of being an individual script.

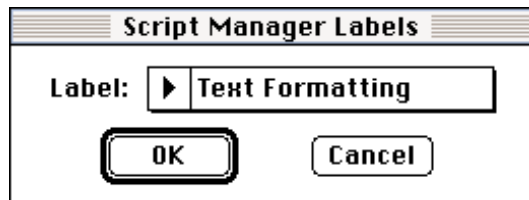


Script Chains are indicated by the chain symbol

Labeling Scripts in the Script Manager XT Palette

Scripts and script chains in the Script Manager XT palette may also have labels in addition to their names. The label function operates similarly to the labeling feature in the QuarkXPress library palette. A popup menu at the top right of the palette lets the user choose among labels applied to the loaded scripts. When a label is chosen from the label popup menu, only scripts which have that label applied to them appear in the Script Manager XT palette. This helps the user organize scripts so they may be more easily found when many scripts are loaded into the palette at once.

To set a script's label, select the script in the palette's script display list, then hold down the option key while double-clicking on the script name. Multiple scripts may be labeled at one time by selecting more than one script then holding down the option key while double-clicking on one of the selected script names.



If the script is already labeled, the Script Manager Labels dialog's *Label* field appears with the label already displayed. If no label has been added to the script, the *Label* field is blank. Enter the desired label, then click the **OK** button to affix the label to the Script.

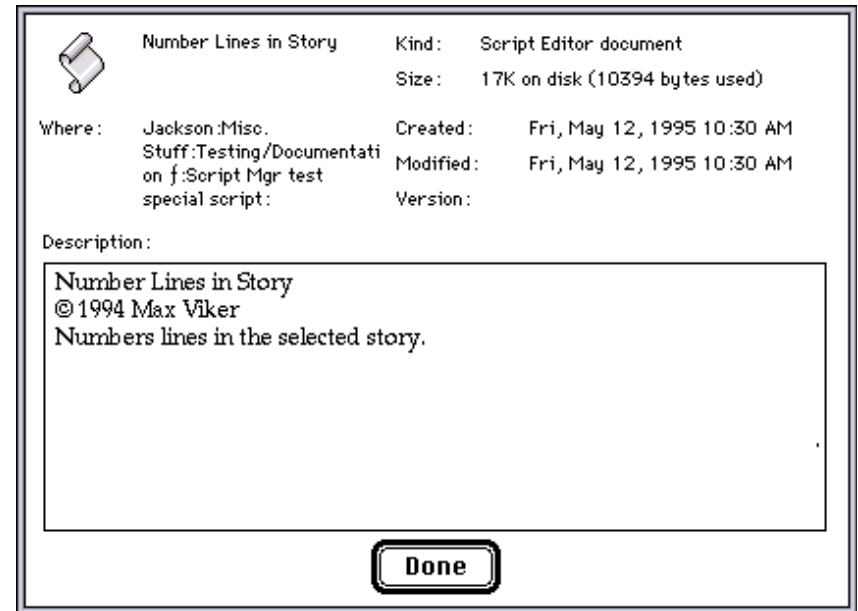
A label may be removed from the label popup menu by applying other labels to all scripts that contained that label. A label is unused (not applied to any scripts) it is automatically deleted.

Running a Script from the Script Manager XT Palette

To launch a script or a script chain from the Script Manager XT palette, double-click the script's name on the script display list.

Viewing Information about a Script

More information is available about a script than can be displayed in the Script Manager XT palette. To see additional information about a script, hold down the Control key while double-clicking on the script's name in the script display list.



The Script Information dialog appears, displaying the script name, its size, the full path name of the script file, the date it was created and when it was last modified. Any additional description that is saved with the script is also displayed at the bottom of the dialog. To close the Script Information dialog, click the Done button.

Editing a Script

Script Manager XT makes it easy to load the script editor and edit a script. Just hold down the Command key while double-clicking on the script name in the script display list. The XTension launches the script editor and loads the script for editing.

Keyboard-Mouse Combinations

Script Manager allows the user to use the keyboard and mouse in conjunction to perform various functions with the listed scripts. These include:

Double-Click item	Runs script or script chain
Option-Double-Click item	Enables labeling item(s)
Control-Double-Click item	Shows script information
Command-Double-Click item	Enables editing script
