The Edit Script Dialog

This dialog window is where you create or edit scripts for either the ON or OFF transitions of a unit.   You'll also see this when you edit a global script.

  Version 2.0 and later : this window is 'size-able')

There are two popup selections at the bottom of the window.   One will help you select an XTension verb, and the other will give you a choice of all of the unit names in your database.   Selecting elements from these will cause that item to be pasted into your script at the point of the text insertion bar.

You can Import and Save scripts as text files.   This allows you keep a folder of scripts external to the XTension database.   It also allows you to create scripts with other editors and share scripts with others.

The Test button will cause XTension to compile the script and test it as if it were occurring normally.   This means that both the AppleScript compiler and XTension have tested the script.   You should also watch the log for any activity which would verify that the script does what you want.

When you Save (Enter) the script, AppleScript compiler will create a compiled image of the script, and it will again be tested, but not by XTension.   The only way to properly test a script is first to select the Test button and then to

actually create a situation where the script is executed and personally verify that the desired effect occurs.

When you Cancel or Save out of this window, please select the Log Window for the next chapter.