



The Viewer Commander

What is the Viewer Commander?

What are the components of the program?

The Run Time DLL.

How does it work?

Licensing this program for re-distribution.

What is the Viewer Commander?

When developing complex Viewer Titles and DLL extensions it can be time consuming to have to rebuild the title again and again to test variations in your startup, entry and exit scripts. Also, once you have build a title it is usually to late to register new DLL commands without re-compiling.

Viewer Commander allows you to have a **Command Line** into the viewer Macro Language. It also allows you to create scripts of viewer commands in external script files (*.MVS, Multimedia Viewer Script) which can be called from within viewer but can be edited outside of viewer. Any macro command can be called from a script file. Even **Register Routine** can be called allowing you to patch in your own DLL routines for testing without having to rebuild your Viewer title.

Scripts can be launched from within Viewer Titles without the use of Viewer Commander by calling the **ExecuteScript** command from **MVSCRIPT.DLL** runtime library. MVSCRIPT provides you with a Run Time engine for your script files. Once your scripts have been tested they can be build into your **MVB baggage file** where no one needs know they ever existed.

Script files can also remain external allowing you to have an **Autoexec.bat** like file to modify allowing you to reconfigure buttons and menus at any time without recompiling.

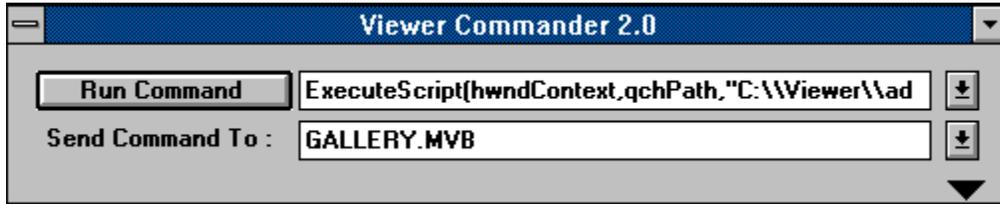
What are the components of the program?

The Viewer Commander Package comes in three parts.

- 1) The **Command Line**. The command part of the package is what you are greeted with when you first run the Viewer Commander. It allows you to type in Viewer Macro Commands and direct them to any Viewer Title. Push the Run Command Button to execute the command.
- 2) The **Script Editor**. The script editor provides a programming text editor that allows you to create script of more than one line in length and run or step through them. Files can be saved or loaded and edited here.
- 3) The **Run Time DLL** (**MVSCRIPT.DLL**). The MVSCRIPT DLL allows you to launch a Viewer Script file (MVS) from within your viewer title. It contains the **ExecuteScript** Viewer Macro Command. Viewer scripts allow you to re-use code and modify it without recompiling the title. The ExecuteScript command can be called from buttons and hot spots as well.

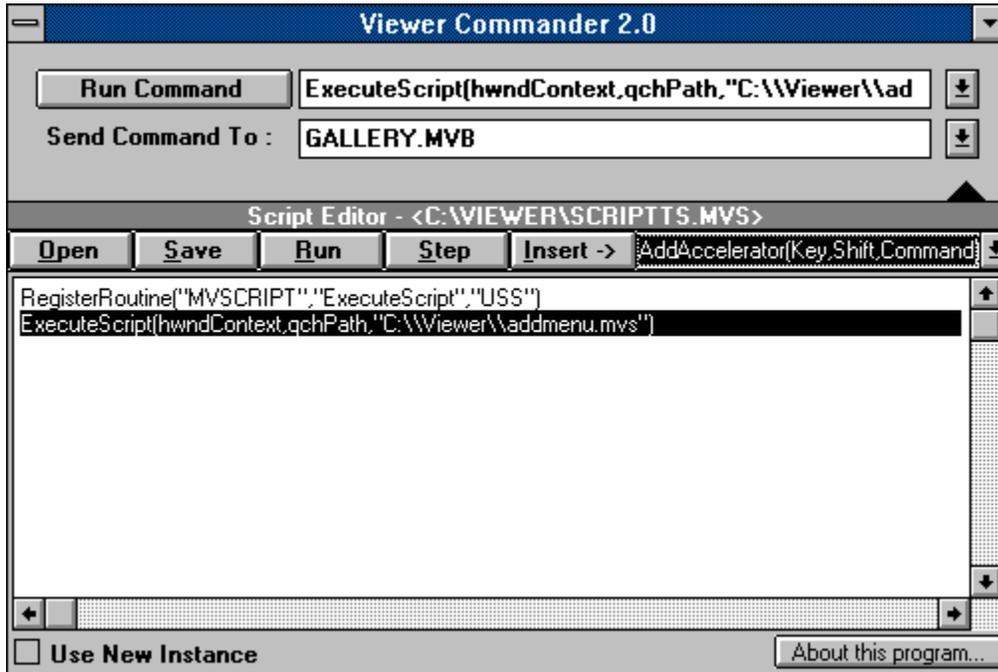
The Command Line Window

The command line windows provides a way for you to send your own Viewer Macro Commands to the viewer at any time. Its great for experimentation. Click on the image below for more information.



The Scripting Window

The scripting window allows you to create and edit script files. If a file is passed to the Viewer Commander on its command line it will open it in the scripting window. The scripting window can be toggled up or down by clicking on the toggle diamond in the lower right corner of the window. Click on the image below for more information.



The Run Time DLL

To be able to run the scripts you have created you must install the **MVSCRIPT DLL** into your Windows system folder. You must then include the following line in the **[CONFIG]** section of your title.

```
RegisterRoutine("MVSCRIPT","ExecuteScript","USS")
```

This will make the macro command available to you in your buttons,! footnotes etc.

Once you have registered the routine you can call it to run any script by using the syntax below:

```
ExecuteScript (hwndContext, qchPath, "<name and full path to script>")
```

Example:

```
ExecuteScript (hwndContext, qchPath, "C:\\Viewer\\addmenu.mvs")
```

Note: All paths must be expressed in C style with path divisions like "\\" as "\\\".

The ExecuteScript command will look first externally (in the **DOS file system**) on the path specified and then internally (in the **[BAGGAGE]** files) for a script file before reporting an error. When looking in the internally, the command will automatically strip the pathname from the script file name. Remember that the internal file system is **case sensitive!**

You can switch in your external files without rebuilding your title by simply putting them back into the original directory they were your title expects to find them. If it cant find them it will use the baggage version.

How Does It Work?

The Multimedia Viewer provides for external commands to be submitted to it via the **MVAPI2.DLL** which is a standard part of Viewer 2.0. This program does not support the use of the Viewer 1.0 **MVAPI** DLL. It will however work to control Viewer 1.0 titles through MVAPI2. If you need to submit commands to Viewer 1.0 just use the Viewer Commander as is. MVAPI2.DLL can manipulate Viewer 1.0 with no problems that I have been able to find.

You can also access the **Macro Services** of Viewer through **Visual Basic**. See your Viewer Manual for a description of the VwrCommand API function. Also see the file **VBVIEWER.TXT** on your Viewer CD for the required **DECLARE statements**.

Licensing this program for re-distribution.

The Viewer Commander program is made available to you on a **Shareware** basis. You may give it to your friends and use it freely to develop scripts free of charge.

The MVSCRIPT.DLL is the property of Keyboard Publishing and must be licensed if you plan to include it as part of your final product for resale. Please contact Keyboard Publishing for information about licensing MVSCRIPT for use in your product.

KEYBOARD

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The Run Button

This button sends the Viewer Macro Command in the text box next to it to the Viewer for Processing.

The Command Text

Type in your Viewer Macro Command here. Your old commands are saved for use again in this drop down combo box.

Destination of Command Box.

Select the Viewer Document to receive your commands. A list is provided in the pulldown combo box but if you cannot find your document there type a name in yourself.

Show Script Button

This button turns down when you click on it to expose the script editor. Clicking on it again makes the scrip editor disappear.

The Open Script Button

This button will open a script file (*.MVS Multimedia Viewer Script).

The Save Button

This button will have a script.

The Run Button

This button will execute all lines in a script except those marked with a ~. Lines that contain a ~ are considered to be comments. If a syntax error is found the program will start and must be re-started.

The Step Button

The Step button executes one line a a time. Each line is highlighted as it is executed. Lines with a ~ in them are ignored. During this operation the Run button turns into a stop button which will cancel the Step session.

The Insert Button

This button will copy the text currently selected in the command menu and copy it to the scripting field.

The Command List Menu

Allows you to select a command from the Viewer Macro Command set. Items are sorted alphabetically. Typing the first letter will take you to that part of the list.

The Script Editing Field

Your script appears here while you make changes.

Use New Instance Button

Selecting this option causes the Viewer to send all commands to a new instance of the Viewer Title you have chosen. It is not a good idea to leave this option on while running a script.

The About Button...

Pressing this button displays the program about box.

