

ScreenPro97

Why Do You Need SCRNP97.DOT?

(a.k.a. **ScreenPro97**, The Screenplay Template for Word97®)
Version 2.0

“Because you should be creating the next great screenplay instead of figuring out where your margins should be for dialogue or parentheticals or transitional lines. Because you should be working on character arcs and turning points and not constantly adjusting your line spacing between lines of dialogue and the next slug line. Because, well, your creative life will be a lot more rewarding without all that left brain adjusting and indenting and spacing. And it comes with a great little screenplay toolbar” - A. Oscar Winner

On a more serious note:

- **ScreenPro** was chosen for inclusion in the **Word for Windows 95 Bible** CDROM, (Heslop & Angell, IDG Books Worldwide ISBN 1-56884-496-4)
- **ScreenPro** was selected by **PC/COMPUTING** magazine for their *2nd Annual Best 1,001 Free Downloads from the Web* (June 1997), Application Add-In category as “the perfect template” for aspiring screenwriters!

That’s industry recognition. What about actual users? Here’s what some are saying about **ScreenPro**:

"Thank you for an excellent product and excellent service."

"Thanks for the great tool. It's done what I hoped it would... ended my formatting nightmares."

"I'm thrilled with SCRNP97!"

"Nice work."

"Just finished my first script with SCRNP97... you've done a hell of a job. Thanks."

"What other templates do you have in your bag of tricks?"

"I purchased SCRNP97 and it was great!"

How Does ScreenPro97 work?

SCRNP97.DOT selects the Courier New True Type font for you, then switches styles (adjusting line spacing, indenting, capitalization, etc. as needed for you *automatically*, anticipating what you need next. And when it guesses wrong, you can use the reprogrammed TAB key (re-christened **StyleTab**) to cycle through other appropriate styles. All the styles are always available to you in a style drop down list. Additionally, when you register, you get Script Analysis Tools.

Interested? Read on.

Note: All the macros in SCRNPR97.DOT (formerly SCRNPOR.DOT) have been written in the native programming language of Word97, Visual Basic for Applications!

Understanding the Screenplay Template

SCRNPR97.DOT is an add-in template for *Word97 for Windows95* from Aspiring Software Add-ins. **ScreenPro97** includes all the styles you will need to produce a professionally formatted screenplay. It also includes a nifty toolbar, macros and redefined TAB and SHIFT-TAB keys. The format is based on the screenplay structure as described in Rich Reichman's *Formatting Your Screenplay* as well as actual screenplays.

ScreenPro97 is designed to produce professionally formatted screenplays with a minimum of effort. (*Not including creative effort!*) Delivering a properly formatted script is the first step in the process of getting an agent or getting your script read by The Powers That Be. With **ScreenPro97**, all you need to worry about is the creative process. Margins, spacing, capitalization and indents are all handled with ease for you with the automated features of SCRNPR97.DOT.

To begin, you'll need to copy the SCRNPR97.DOT template into your *Word97 for Windows95* template directory. You'll notice the directory by all the other *filename.DOT* files in it. (Maybe even because the directory name most likely has the word 'TEMPLATE' or 'TEMPLATES' in it.) Next, open a new document based on SCRNPR97.DOT and you're ready to go.

SCRNPR97.DOT comes with sample pages, including a sample title page, which is linked to the new Turbo Title Page feature. (*See the first toolbar button to automatically create your title page!*) I recommend you keep the title page as is, letting the Quick Title Page feature make all your changes, because if you accidentally delete any preset fields, the Quick Title Page feature may no longer work correctly.

To get your screenplay title in the first screenplay page, i.e., the first page of section two, just replace "MY VERY OWN EPIC" with your actual title. Of course, there's always the small chance that that will be your actual title, in which case, you won't need to do anything. (Note: section one is only for the Title page and is unnumbered.)

You can read through the sample text of the mini-screenplay to get an idea of how things work. Then delete all that text and begin your own creation.

TIP: Don't try to add carriage returns for extra spacing; let the styles take care of the spacing. You're not supposed to be worrying about that sort of thing. Right?

ANOTHER TIP: I've been asked several times about how the user can change the amount of indenting for things like CHARACTER or dialogue. Yes, you can change this. But, No, you should not! **ScreenPro97's** indenting, line spacing, etc. is based on *industry* standards. Not mine. Not yours. Why else would we be using Courier as our font!? ☺

YET ANOTHER TIP: When you hit ENTER, the template tries to anticipate the next style. It will guess right... most of the time. If the style that pops up (look at the style in the drop-down style box—explained below) is wrong, try hitting the TAB key. This will switch to the next likely style and so on. If you still aren't getting the style you want, you have many other options, all of which will be explained below in the next section.

Understanding the Screenplay Toolbar



I replaced the standard Formatting toolbar with this spiffy creation displayed above. To be fair, I did keep two buttons from the Formatting toolbar: the familiar U and *I* do what you'd expect, no surprises. Some screenwriters use these for emphasis.



****NEW FEATURE**** This Quick Title Page (or, for the marketing mavens Turbo Title Page) button is first to get your attention right away. To change the Title Page info, use this button instead of manually changing the sample text. Otherwise you might accidentally delete the fields needed by this macro. Usually, you'll fill this out one time.



This next button is the Quick Cast Adds button. This can be a time saver if you have characters named FENSTERMACHER or, even, PASSARELLA. Quick Cast Adds launches a dialog box so that you can enter several abbreviations for long names. E.g., fen or pas for the above. To use these in your script, you enter the abbreviation on the CHAR line, then press the F3 key to expand them. *New* to **ScreenPro97** is “dialog box tips” which will pop up if you pause your mouse cursor over the first text boxes in the dialog box.



The next two buttons (shown above) are a team. For those of you familiar with my teleplay template, you'll notice that the toolbar has changed. You don't get those handy little tool tips on text buttons, and the text in the Text Buttons was not always explicit enough. So, I've replaced those types of buttons with graphic buttons which are kinda squishy, but have the added benefit of showing you a tool tip if you place your mouse cursor over the button and wait a moment or two.

The first button in the above pair switches you into what's called a Slug View, which makes use of Word's outline feature. Here you can grab your scenes by the short hairs (okay, the + symbol) and drag them to new and exciting places in your script; all the text below that level goes along for the ride. Handy. The second button switches you back into Page View, which shows you everything you're used to seeing.

As mentioned earlier, when you create or load a screenplay based on SCRNPR97.DOT, your TAB key is converted by the Style Cult into a powerful yet simple tool to cycle through alternate styles (style followings in *Word97 for Windows* lingo) that make sense depending on your current paragraph. It doesn't blindly cycle through every style extant, but rather tries to fathom what you're doing at the moment you invoke it and guess accordingly. Keep in mind that each style has a default style following set, so that many times you will automatically switch to the style you need next. Some of the style progressions (or style followings) are: Action follows Primary or Secondary Slug; Character follows Action; Dialogue follows Character; Action follows Dialogue. Where StyleTab helps is when you want to follow dialogue with another character speaking. There you are sitting in an Action paragraph when you wanted another Character. What to do? Press the StyleTab and that Action paragraph you're sitting in *bang-zowee!* switches to Character style. Friends, you will be amazed and giddy with delight. No more excuses about formatting struggles, you've been empowered: Just Write It!

Since SCRNPR97.DOT does all your indenting, you don't need the plain old TAB key... unless you like to use it for navigating the menu system, to hop from box to box. If you need to do that, just click on the OldTab and TAB is deprogrammed. When you come back to your script, click on the StyleTab button to bring the TAB key back into the fold. (I've noticed that Word97 seems to reactivate the default function of the TAB key in dialog boxes, so the above may not even be necessary!)

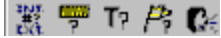
To a lesser extent, SHIFT-TAB sings a new tune as well. Generally, you use SHIFT-TAB when you want to switch to Transitional (i.e. CUT TO:) style or back out again.



When StyleTab fails you (Does that happen? Sometimes, unfortunately.) and the quick pick buttons below don't have that special style you want, what are you gonna do? Try the style drop down box. It's got all the styles in the template at your command, as long as your command is a mouse click on that little down arrow thingee. Think of it as the style toolbox.



This next group, the Gang of Seven, will switch the current paragraph to a specific style. In order: Primary slug line (basically, those that begin with EXT. or INT. and start a scene); Secondary slug line (these are different views within a scene, e.g., WIDER or BOBBY AND SUE or COMPUTER SCREEN); next comes Action, denoted by the clapboard; Character (speaker's name) comes fourth; next, Parenthetical for those instances when the tone of the dialogue is not clearly indicated by the content; the cartoon dialogue balloon switches to... yep, you got it; last comes Transitional for all those CUT TO: directions you sprinkle through your script. Note: these buttons represent only the most frequently used styles available in SCRNPR97.DOT, by no means all of them.



These buttons, representing the SATs, i.e., **Script Analysis Tools**, are purely decorative in the shareware version of ScreenPro97. In order, they perform: Scene Count, Average Length of Scene Report, T-Page Report (hint: you don't want any of these!); Flag Page Report (nor any of these!); and a Speech locator/counter. Speeches are overly long stretches of dialogue in your script, somewhat like a Shakespearean soliloquy. The last three buttons warn you if your script is leaning towards a 'talking heads' affair, or becoming too much like a stage play. A lot of professional readers reject scripts, unread, if they exhibit any of these amateur signs.

That's about it. Writing the spellbinding story is completely up to you. Crack those knuckles and get down to it. One other thing: please see the registration information below to get even more functionality out of SCRNP97.DOT.

New Features of ScreenPro97, Version 2.0

(Actually, this is version 1.0 of the VBA version of the template!)

- *Quick Title Page to get your title page set up pronto*
- *Completely Rewritten in the new programming language of Word97, Visual Basic for Applications*
- *More Script Analysis Tools (registered version only!)*
- *View and Edit **access** to all the Visual Basic for Applications (VBA) source code (i.e., macros), for an additional charge.*

Limitations

SCRNP97.DOT is designed as a tool for the creation of spec and draft scripts, not final production (i.e., shooting) scripts. SCRNP97.DOT will not (at this time) automatically insert (CONTINUED) and CONTINUED: at page breaks, though these styles are available (complete with capitalization, indenting and line spacing before or page break before as appropriate) in the drop down list. Also, scene numbering is not supported. There are many products out there at \$100 or more that will do this for you. At \$8.50 (plus shipping), SCRNP97.DOT is designed as a (very) affordable substitute for the spec or draft writing stages of the script process. Depending on the level of user support, I may add these and other script analysis features in later versions.

Jack Passarella (jpassarella@lehigh-press.com OR jpassarella@snip.net)

ASPIRING Software Add-Ins

Why Register SCRNP97.DOT?

Glad you asked. The benefits of registering include getting a copy of the template (on 3.5" disk) with the friendly little registration reminder screen removed and **Script Analysis Tools** (SATs) added. To force a pun, the SATs make your scripts smarter. How? The SATs are actually reports which run from toolbar buttons and do things like: determine your average scene length, detect the presence of those dreaded "T" pages and the equally if not more nefarious "flag" pages. If you have and provide an email address, you'll also be notified of improvements to SCRNP97.DOT.

Registration Cost:

New Users: \$8.50 for the template plus \$1.50 shipping & handling for a mind-numbingly affordable total of: \$10.00

Registered Users of SCRNP 1.0 – 1.2 save almost 60%! \$3.50+ \$1.50 S/H, for an even more mind-numbingly affordable total of \$5.00!

Send check or money order to: Jack Passarella, P.O. Box 381, Swedesboro NJ 08085

----- C L I P H E R E -----
ORDER FORM:

Name: _____

Address: _____

email _____ (Used only to notify you of future upgrades!)

	New User <i>Full Price</i>	Registered Users of 1.x <i>Upgrade Price</i>
SCRNP97.DOT (for MS Word97 for Windows95)	\$ 8.50	\$3.50
S/H (i.e., includes disk, mailer & postage)	\$ 1.50	\$1.50
TOTAL without view/edit access to VBA macro Source Code:	\$ 10.00	\$5.00

Yes, I want view/edit access to the VBA macro Source Code:	+\$10.00	+\$10.00
TOTAL with view/edit access to VBA macro source code:	\$20.00	\$15.00

Send me a shareware copy of TELEPRO, the teleplay template? _____ (Y/N)

Tell me where you heard about (downloaded) **ScreenPro97:** _____