The Script… command allows the input of a script file (type TEXT) which will allow a series of images to be generated and saved to disk as either a QuickTime movie or as a series of PICT files.

Upon issuing the command, a Standard GetFile dialog box is displayed requesting the name of the Script file which will control the animation. Once that file has been selected, a Standard PutFile dialog will appear requesting the name of the output file and the format to be output, either QuickTime movie or PICT iles.   If QuickTime is not present in the system, that choice will be disabled and the PICT files choice will be selected. Otherwise QuickTime will be the default choice.   If PICT iles are chosen, the filename entered in the dialog will have a 3 digit number appended to it that is incremented for each image saved.   If QuickTime movie is chosen, the program will present the QuickTime compression settings dialog allowing the user to select the desired compression technique.

The following are the variables that may be changed by script. Each must start in column 1 and have any parameters it takes on its line followed by white space.   Any unrecognized variable is ignored.

To request a new frame to be rendered, put an asterisk in column 1.

Keyword
                  Data format
```
brightness          (unsigned short)
fog_level
          (double)
fog_color
          (unsigned short triplet)
hwratio
              (double)
h_factor
            (double)
lower_transition
  (short)
mountain_bottom
    (unsigned short triplet)
mountain_top
      (unsigned short triplet)
num_divides
        (unsigned short)
sea_level
          (short)
sky_top
            (unsigned short triplet)
sky_bottom
        (unsigned short triplet)
slush
              (double)
snow_threshold
    (unsigned short)
```

```
sun
                 (double triplet)
upper_transition
  (short)
water_color
        (unsigned short triplet)
yxlate
             (long)
yoffset
            (long)
zoffset
            (long)
zoom
               (double)
```

*
**Note that the sun command is a unit vector for the normal of the
light source's vector direction.   This value is displayed in the control
in the Illumination dialog.   As a point of interest, I force whatever
triple I read into a valid unit vector, in case the data entered is in
fact not a unit vector.   This should make it easier to set up a series
of values.**

**For more information and an example fo this file format, consult the
manual.**