The Windows of ScriptRunner 1.0 shareware

ictured above you can see three of the windows from ScriptRunner 1.0 shareware. We would now like to touch a bit nearer upon these windows.

1. The Modul Pane

ia the Modul Pane you are enabled to summon all of the functions of ScriptRunner 1.0 shareware and bring them to the work table. It is a floating- pallette so to speak, in that it remains in the foreground. The various functions ensue through the Popup-windows.

ere is the modul for the Data system.

ere is the modul for the network functions and the AppleEvents.

When you select a modul from one of these Pop-up windows, the adjacent icon also automatically changes.

he selected modul can be brought to the desktop by either:
1.Placing the pointer on the icon and pulling it to the desktop or
2.Through a double click selection with the mouse.   .

2. The Modul Clipboard

he modul clipboard is an internal memory for the modul. As certain moduls are more frequently used than others, at times it tends to grate on the nerves to repeatedly have to retreive the same modul.
In order to place a modul on this clipboard, you just merely place the pointer on the selected modul and pull it onto one of the ten available fields within the clipboard:

here are two methods to bring the modul from the modul clipboard to the work table:
1. Selecting with a double click on the desired modul. The modul will automatically

position itself in the next available space on the work table.
2. Selecting by placing the pointer on the Modul and pulling it into position with the mouse. This allows you to position the modul in between already positioned moduls.

3. The Work Table

t is possible to position up to 50 moduls on the work table. The first modul will always be the "Start & Info". In this Modul you can store commentaries and references to be written into your Script at a later time. To view the Script through a frame, click the Grow-Button on the right (see arrow). This enables you to adjust the size of the work window.

hen you pass the mouse over the individual moduls, simultaneously the name of the individual moduls will appear in the Info-Display. Moreover you will find references thereupon such as which type of information can be received and/or, as well as, passed on.
It is also possible to shift or push the moduls into position. To do this, one   has to place the modul on the triangle before the position you would like.

Moduls can be replaced by other Moduls simply by placing the new modul in position on top of the existing modul.
You can erase moduls by clicking the modul and simultaneously pressing the erase key (BACKSPACE).