

**PGS.MD7**

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# Chapter 1

## PGS.MD7

### 1.1 setscreen

#### SETSCREEN

Sets the screen for an object or text, or for a style tag. If object or text is chosen and nothing is selected, it sets the screen for future objects or text, as applicable.

```
setscreen <4 (<DEFAULT | frequency>
<DEFAULT | angle> <type>)...> [what] [DOCUMENT name |
WINDOW name | OBJECTID number | STYLETAG name]
```

4	The colors to set. OrderL
1	Cyan
2	Magenta
3	Yellow
4	Black
	Repeat once for each color.
DEFAULT	Sets the default screen frequency.
frequency/d	Sets a custom screen frequency.
DEFAULT	Sets the default screen angle.
frequency/d	Sets a custom screen angle.
type/k	Sets the screen type. Options:
	DEFAULT Sets the device's default.
	DOT Sets a dot screen.
	LINE Sets a line screen.
	TRIANGLE Sets a triangle screen.
	PROPELLER Sets a propeller screen.
	DONUT Sets a donut screen.
	RING Sets a ring screen.
ALL	Sets the fill and stroke fill.
	Default.
FILL	Sets the fill only.
STROKENUMBER/i	Sets a stroke only. See notes.
what/k	Specifies what to set. Options:
	OBJECT The object. Default.
	TEXT The text.
	SHADOW The text shadow.
	REVERSE The text reverse.

	UNDERLINE	The text underline.
	OUTLINE	The text outline.
DOCUMENT/s		The document name.
WINDOW/s		The window name.
OBJECTID/i		The number of the object.
		Default=current.
STYLETAG/s		Sets the attribute for a style tag.

Notes:

STROKENUMBER: Strokes are numbered from 0. This is different than the program interface which numbers them from 1.

Examples:

```
/* sets the screen of black */
setscreen 4 default default default default default \ensuremath{\lnot}
    default default default default 133 60 ring object
```

## 1.2 setscript

SETSCRIPT

Sets the subscript or superscript style option at the insertion point, for selected text or for a style tag.

```
setscript <OFF | SUB |
CUSTOMSUB offset scalex scaley | SUPER |
CUSTOMSUPER offset scalex scaley>
[DOCUMENT name | WINDOW name | STYLETAG name]
```

OFF	Toggles off the style.
SUB	Sets the default subscript.
CUSTOMSUB/d	Sets a custom offset and scale.
SUPER	Sets the default superscript.
CUSTOMSUPER/d	Sets a custom offset and scale.
DOCUMENT/s	The document name.
WINDOW/s	The window name.
STYLETAG/s	Sets the attribute for a style tag.

Notes:

The standard subscript and superscript styles are:

- offset: 40%
- scalex: 60%
- scaley: 60%

Examples:

```
setscript off
```

```
setscript customsub 30 40 40 document 'project.doc'
```

```
setscript super styletag 'Special Style'
```

### 1.3 setscriptpath

#### SETSCRIPTPATH

Set the default file path for executing and exporting external scripts, and for loading and saving the PageStream3 Scripts file.

```
setscriptpath <filepath> [SAVE]
```

filepath/s The path for the files.

SAVE Saves to the PageStream3 Preferences file.

Examples:

```
setscriptpath 'Rexx:'
```

### 1.4 setshadow

#### SETSHADOW

Sets the shadow style option at the insertion point, for selected text or for a style tag.

```
setshadow <OFF | STANDARD | CUSTOM offsetx offsety  
[ROTATE angle | SKEW slantangle twistangle]>  
[DOCUMENT name | WINDOW name | STYLETAG name]
```

OFF Toggles off the style.

STANDARD Sets the default shadow style.

CUSTOM/d Sets custom offsets.

ROTATE/d The rotation angle. Default=current.

SKEW/d The slant and twist angle.

Default=current.

DOCUMENT/s The document name.

WINDOW/s The window name.

STYLETAG/s Sets the attribute for a style tag.

Notes:

The standard shadow style is:

- offsetx: 15%
- offsety: 15%
- slant: 0\textdegree{}
- line: <none>
- fill: 40% tint
- color: Black

Examples:

```
setshadow standard
```

---



```
setshadow custom 25 30 skew 5 0 document 'project.doc'
```

## 1.5 setsmallcaps

SETSMALLCAPS

Sets the small cap style option at the insertion point, for selected text or for a style tag.

```
setsmallcaps <OFF | STANDARD | CUSTOM x y>  
[DOCUMENT name | WINDOW name | STYLETAG name]
```

OFF	Toggles off the style.
STANDARD	Sets the default small caps style.
CUSTOM/d	Sets custom scale for the small caps.
DOCUMENT/s	The document name.
WINDOW/s	The window name.
STYLETAG/s	Sets the attribute for a style tag.

Notes:

If the STANDARD option is chosen and the font does not have a true small caps or titling style, the normal style will be scaled.

The standard smallcaps style is:

- scalex: 75%
- scaley: 75%

The standard titlingcaps style is:

- scalex: 60%
- scaley: 60%

Examples:

```
setsmallcaps standard
```

```
setsmallcaps custom 30 40 40 document 'project.doc'
```

## 1.6 setsmart

SETSMART

Changes the smart typing status.

```
setsmart [SINGLEQUOTES status]  
[DOUBLEQUOTES status] [DASHES status]  
[BULLETS status] [SAVE]
```

SINGLEQUOTES	Toggles smart single quotes.
DOUBLEQUOTES	Toggles smart double quotes.
DASHES	Toggles smart dashes.

---

BULLETS           Toggles on or off smart bullets.  
 status/k         Toggles the feature. Options:  
                   on|off|toggle.  
 SAVE             Saves to the PageStream3 Preferences  
                   file.

Notes:

The TOGGLE parameter may not be used in conjunction with the SAVE parameter.

Examples:

setsmart dashes off bullets toggle

setsmart singlequotes on doublequotes on save

## 1.7 setstroke

SETSTROKE

Sets the stroke dash for an object or text, or for a stroke style tag. If object or text is chosen and nothing is selected, it sets the stroke dash for future objects or text, as applicable.

```
setstroke <SOLID | PATTERN pattern>
[ALL | FILL | STROKENUMBER number] [what]
[DOCUMENT name | WINDOW name | OBJECTID number |
STYLETAG name]
```

SOLID            Sets the dash to solid.  
 PATTERN/s       The dash pattern. See notes.  
 ALL             Sets the fill and stroke fill.  
                   Default.  
 FILL            Sets the fill only.  
 STROKENUMBER/i Sets a stroke only. See notes.  
 what/k          Specifies what to set. Options:  
                   OBJECT     The object. Default.  
                   TEXT       The text.  
                   SHADOW     The text shadow.  
                   REVERSE    The text reverse.  
                   UNDERLINE The text underline.  
                   OUTLINE    The text outline.  
 DOCUMENT/s     The document name.  
 WINDOW/s       The window name.  
 OBJECTID/i     The number of the object.  
                   Default=current.  
 STYLETAG/s     Sets the attribute for a style tag.  
 Notes:

STROKENUMBER: Strokes are numbered from 0. This is different than the program interface which numbers them from 1.

---

**PATTERN:** Dashes are comprised of 16 dots which may be toggled on and off. Use a '1' to toggle a dot on, and a '0' to toggle a dot off. For example, a dash pattern with dashes two dots wide with two dots of space between them, would be '1100110011001100'.

Examples:

```
setstroke solid
```

```
setstroke pattern '1010101010101010' strokenumber \ensuremath{\lnot}
  1 object
```

```
setstroke pattern 1111000011110000
```

## 1.8 setstrokebegin

SETSTROKEBEGIN

Sets the beginning arrowhead for an object, or for a stroke style tag. If nothing is selected, it sets the beginning arrowhead for future objects.

```
setstrokebegin <type> [ALL | STROKENUMBER number]
[DOCUMENT name | WINDOW name | OBJECTID number |
STYLETAG name]
```

type/k	Sets the arrowhead type. Options: FLAT ROUND SQUARE.
ALL	Sets the fill and stroke fill. Default.
STROKENUMBER/i	Sets a stroke only. See notes.
DOCUMENT/s	The document name.
WINDOW/s	The window name.
OBJECTID/i	The number of the object. Default=current.
STYLETAG/s	Sets the attribute for a style tag.

Notes:

**STROKENUMBER:** Strokes are numbered from 0. This is different than the program interface which numbers them from 1.

Examples:

```
setstrokebegin flat
```

```
setstrokebegin round strokenumber 1 object
```

## 1.9 setstrokecap

## SETSTROKECAP

Sets the stroke cap for an object, or for a stroke style tag. If nothing is selected, it sets the stroke cap for future objects.

```
setstrokecap <type> [ALL | STROKENUMBER number]
[DOCUMENT name | WINDOW name | OBJECTID number |
STYLETAG name]
```

type/k	Sets the cap type. Options: BUTT ROUND SQUARE.
ALL	Sets the fill and stroke fill. Default.
STROKENUMBER/i	Sets a stroke only. See notes.
DOCUMENT/s	The document name.
WINDOW/s	The window name.
OBJECTID/i	The number of the object. Default=current.
STYLETAG/s	Sets the attribute for a style tag.

### Notes:

STROKENUMBER: Strokes are numbered from 0. This is different than the program interface which numbers them from 1.

### Examples:

```
setstrokecap butt
```

```
setstrokecap round strokenumber 1 object
```

## 1.10 setstrokecount

### SETSTROKECOUNT

Sets the number of strokes for the selected object(s) or text. If nothing is selected, it sets the number of strokes for future objects or text, as applicable.

```
setstrokecount <count> [what] [DOCUMENT name |
WINDOW name | OBJECTID number | STYLETAG name]
```

count/i	The number of strokes to set. (1-5)
what/k	Specifies what to set. Options:
	OBJECT The object. Default.
	TEXT The text.
	SHADOW The text shadow.
	REVERSE The text reverse.
	UNDERLINE The text underline.
	OUTLINE The text outline.
DOCUMENT/s	The document name.
WINDOW/s	The window name.

---

OBJECTID/i The number of the object.  
 Default=current.  
 STYLETAG/s Sets the attribute for a style tag.

#### Notes:

Strokes are numbered from 0. This is different than the program interface which numbers them from 1. If you create two strokes for an object, they will be numbered 0 and 1. The maximum number of strokes is 5.

#### Examples:

```
setstrokecount '3' object
```

## 1.11 setstrokeend

### SETSTROKEEND

Sets the ending arrowhead for an object, or for a stroke style tag. If nothing is selected, it sets the beginning arrowhead for future objects.

```
setstrokeend <type> [ALL | STROKENUMBER number]
[DOCUMENT name | WINDOW name | OBJECTID number |
STYLETAG name]
```

type/k Sets the arrowhead type. Options:  
 FLAT|ROUND|SQUARE.  
 ALL Sets the fill and stroke fill.  
 Default.  
 STROKENUMBER/i Sets a stroke only. See notes.  
 DOCUMENT/s The document name.  
 WINDOW/s The window name.  
 OBJECTID/i The number of the object.  
 Default=current.  
 STYLETAG/s Sets the attribute for a style tag.

#### Notes:

STROKENUMBER: Strokes are numbered from 0. This is different than the program interface which numbers them from 1.

#### Examples:

```
setstrokeend flat
```

```
setstrokeend round strokenumber 1 object
```

## 1.12 setstrokejoin

---

**SETSTROKEJOIN**

Sets the stroke join for an object, or for a stroke style tag. If nothing is selected, it sets the stroke join for future objects.

```
setstrokewidth <MITER <limit | DEFAULT> | ROUND |
BEVEL> [ALL | STROKENUMBER number] [DOCUMENT name |
WINDOW name | OBJECTID number | STYLETAG name]
```

MITER/d	Sets a miter join.
DEFAULT	Sets the default miter limit (11\textdegree{}).
ROUND	Sets a round join.
BEVEL	Sets a bevel join.
ALL	Sets the fill and stroke fill. Default.
FILL	Sets the fill only.
STROKENUMBER/i	Sets a stroke only. See notes.
DOCUMENT/s	The document name.
WINDOW/s	The window name.
OBJECTID/i	The number of the object. Default=current.
STYLETAG/s	Sets the attribute for a style tag.

**Notes:**

STROKENUMBER: Strokes are numbered from 0. This is different than the program interface which numbers them from 1.

**Examples:**

```
setstrokejoin bevel
```

```
setstrokejoin round strokenumber 1 object
```

```
setstrokejoin miter 15
```

**1.13 setstrokeoffset****SETSTROKEOFFSET**

Sets the stroke offset for an object or text, or for a stroke style tag. If object or text is chosen and nothing is selected, it sets the stroke offset for future objects or text, as applicable.

```
setstrokeoffset <offset> [ALL | STROKENUMBER number]
[what] [DOCUMENT name | WINDOW name |
OBJECTID number | STYLETAG name]
```

offset/d	The offset of the stroke.
ALL	Sets the fill and stroke fill. Default.
STROKENUMBER/i	Sets a stroke only. See notes.

what/k Specifies what to set. Options:

OBJECT	The object. Default.
TEXT	The text.
SHADOW	The text shadow.
REVERSE	The text reverse.
UNDERLINE	The text underline.
OUTLINE	The text outline.

DOCUMENT/s The document name.

WINDOW/s The window name.

OBJECTID/i The number of the object.  
Default=current.

STYLETAG/s Sets the attribute for a style tag.

#### Notes:

STROKENUMBER: Strokes are numbered from 0. This is different than the program interface which numbers them from 1.

#### Examples:

```
setstrokeoffset 0.125
```

```
setstrokeoffset '3pt' strokenumber 1 object
```

## 1.14 setstrokestyle

### SETSTROKESTYLE

Sets the stroke dash style tag for the selected object(s) or text. If nothing is selected, it sets the dash style for future objects or text, as applicable.

```
setstrokestyle <dash> [ALL | FILL |  
STROKENUMBER number] [what] [DOCUMENT name |  
WINDOW name | OBJECTID number | STYLETAG name]
```

dash/s The dash style to set.

ALL Sets the fill and stroke fill.  
Default.

FILL Sets the fill only.

STROKENUMBER/i Sets a stroke only. See notes.

what/k Specifies what to set. Options:

OBJECT	The object. Default.
TEXT	The text.
SHADOW	The text shadow.
REVERSE	The text reverse.
UNDERLINE	The text underline.
OUTLINE	The text outline.

DOCUMENT/s The document name.

WINDOW/s The window name.

OBJECTID/i The number of the object.  
Default=current.

STYLETAG/s Sets the attribute for a style tag.

Notes:

STROKENUMBER: Strokes are numbered from 0. This is different than the program interface which numbers them from 1.

Examples:

```
setstrokestyle '15'
```

```
setstrokestyle 'Dots' strokenumber 1 object
```

## 1.15 setstrokeweight

SETSTROKEWEIGHT

Sets the stroke weight for an object or text, or for a stroke style tag. If object or text is chosen and nothing is selected, it sets the stroke weight for future objects or text, as applicable.

```
setstrokeweight <weight> [ALL | STROKENUMBER number]
[what] [DOCUMENT name | WINDOW name |
OBJECTID number | STYLETAG name]
```

weight	The weight of the stroke.
ALL	Sets the fill and stroke fill. Default.
STROKENUMBER/i	Sets a stroke only. See notes.
what/k	Specifies what to set. Options:
	OBJECT The object. Default.
	TEXT The text.
	SHADOW The text shadow.
	REVERSE The text reverse.
	UNDERLINE The text underline.
	OUTLINE The text outline.
DOCUMENT/s	The document name.
WINDOW/s	The window name.
OBJECTID/i	The number of the object. Default=current.
STYLETAG/s	Sets the attribute for a style tag.

Notes:

STROKENUMBER: Strokes are numbered from 0. This is different than the program interface which numbers them from 1.

Examples:

```
setstrokeweight 2
```

```
setstrokeweight 1.5 strokenumber 1 object
```

```
setstrokeweight 5 text
```



## 1.16 setstyletag

SETSTYLETAG

Sets the Next Style option of a style tag.

setstyletagname <nextstyle> [STYLETAG name]

nextstyle/s The Next Style for a style tag.

STYLETAG/s The name of the style tag to change.

Examples:

```
setstyletag nextstyle 'Body Text' styletag 'Headline'
```

## 1.17 setstyletagname

SETSTYLETAGNAME

Changes the name of a style tag.

setstyletagname <name> [STYLETAG name]

name/s The new name of the style tag.

STYLETAG/s The current name of the style tag.

Examples:

```
setstyletagname 'Body Text' styletag 'paragraph text'
```

## 1.18 setsubscript

SETSUBSCRIPT

Sets the subscript style option at the insertion point, for selected text or for a style tag.

setsubscript <OFF | STANDARD | CUSTOM offset  
scalex scaley> [DOCUMENT name | WINDOW name |  
STYLETAG name]

OFF Toggles off the style.

STANDARD Sets the default subscript style.

CUSTOM Sets a custom offset and scale.

DOCUMENT/s The document name.

WINDOW/s The window name.

STYLETAG/s Sets the attribute for a style tag.

Notes:

The standard subscript style is:

- offset: 40%

---

- scalex: 60%
- scaley: 60%

Examples:

```
setsubscript off
```

```
setsubscript custom 30 40 40 document 'project.doc'
```

```
setsubscript standard styletag 'Special Style'
```

## 1.19 setsuperscript

SETSUPERSCRIP

Sets the superscript style option at the insertion point, for selected text or for a style tag.

```
setsuperscript <OFF | STANDARD | CUSTOM offset  
scalex scaley> [DOCUMENT name | WINDOW name |  
STYLETAG name]
```

OFF	Toggles off the style.
STANDARD	Sets the default superscript style.
CUSTOM	Sets a custom offset and scale.
DOCUMENT/s	The document name.
WINDOW/s	The window name.
STYLETAG/s	Sets the attribute for a style tag.

Notes:

The standard superscript style is:

- offset: 40%
- scalex: 60%
- scaley: 60%

Examples:

```
setsuperscript off
```

```
setsuperscript custom 30 40 40 document 'project.doc'
```

```
setsuperscript standard styletag 'Special Style'
```

## 1.20 settabruler

SETTABRULER

Sets the tabs for the paragraph at the insertion point, for selected paragraphs or for a style tag.

```
settabruler (<<preset | CUSTOMDECIMAL unicode>
```

---

```

position> [LEADER unicode]>)...
[DOCUMENT name | WINDOW name | STYLETAG name]

preset/k      Sets the alignment type. Options:
               LEFT|CENTER|RIGHT|USDECIMAL|
               EURODECIMAL.
CUSTOMDECIMAL/I Sets a custom alignment character.
position/d    Sets the tab position.
LEADER/i      Sets the fill character.
               Default=none.
DOCUMENT/s    The document name.
WINDOW/s     The window name.
STYLETAG/s    Sets the attribute for a style tag.

```

#### Notes:

To delete or move tabs from a script, you should get the existing tab positions and then reset them as required.

You can enter a unicode value if the character for the leader or custom decimal is not part of the AmigaDOS character set. Type a backslash followed by the unicode value for a unicode character.

#### Examples:

```

settabruler left 0.5 left 1.25 right 2.25

settabruler center 1.5

settabruler usdecimal 6 document 'project.doc'

settabruler customdecimal \8226

settabruler customdecimal '.'

```

## 1.21 settexteditor

### SETTEXTEDITOR

Set the default drawing editor script for the Send to Editor command.

```

settexteditor <script> [SAVE]

script/s    The filename and path of the script to use.
SAVE       Saves to the PageStream3 Preferences file.

```

#### Examples:

```

settexteditor 'Scripts/SendtoPageLiner.rexx'

```

---

## 1.22 settextframe

SETTEXTFRAME

Toggles the ability of a shape to hold text.

```
settextframe [status] [COLUMNS number]
[GUTTER space] [mode] [DOCUMENT name | WINDOW name |
OBJECTID number]
```

```
status/k    Toggles the text frame status. Options:
             ON      Makes it a text frame.
             OFF     Makes it a normal object.
             TOGGLE  Toggles the text frame ability.
COLUMNS/i  The number of columns in the frame.
GUTTER/d    The space between columns.
mode/k      The user prompt mode for off. Options:
             force|alert|quiet (default). Force deletes
             text in the frame without asking for
             confirmation, alert opens an alert box for
             confirmation, and quiet deletes without
             confirmation but returns an error if text
             is deleted.
DOCUMENT/s  The document name.
WINDOW/s    The window name.
OBJECTID/i  The number of the object. Default=current.
```

Examples:

```
settextframe on columns 3
```

```
settextframe off quiet
```

## 1.23 settextpath

SETTEXTPATH

Sets the default file path for inserting and exporting text.

```
settextpath <filepath> [SAVE]
```

```
filepath/s  The path for the files.
SAVE        Saves to the PageStream3 Preferences file.
```

Examples:

```
settextpath 'Work:Wordworth5/Documents'
```

## 1.24 settextrouting

## SETTEXTROUTING

Links frames together to flow text from one to another.

```
settextrouting
<FROM <OBJECTID number | <x y [stack]> [PAGE number |
MPG name | DOCUMENT name | WINDOW name]>>
<<TO <OBJECTID number | <x y [stack]> [PAGE number |
MPG name | DOCUMENT name | WINDOW name]>>
```

FROM           Where to link from.  
 TO            Where to link to.  
 OBJECTID/i    The identification number of the text frame.  
 stack/k       Specifies which frame to link. Options:  
               FRONTMOST Selects the frontmost frame at the point.  
               BACKMOST  Selects the backmost frame at the point.  
 PAGE/s        The page number.  
 MPG/s          The master page name and side.  
 DOCUMENT/s    The document name.  
 WINDOW/s      The window name.

### Notes:

You cannot link a text frame to a frame in another document. If the DOCUMENT or WINDOW parameters are used, they must specify the same document in both the FROM and TO parameters.

### Examples:

```
settextrouting from 1.25 2.25 page 5 to 1.25 2.25 \ensuremath{\lnot}
page 6
```

## 1.25 settextwrap

### SETTEXTWRAP

Sets the text wrap options for the selected object(s).

```
settextwrap [type] [STANDOFF x y] [mode]
[DOCUMENT name | WINDOW name | OBJECTID number]
```

type/k        The type of wrap. Options:  
               SHAPE       Wraps around the path.  
               BOUNDINGBOX Wraps around the bounding box.  
               FENCE       Wraps around the clipping path.  
 mode/k       How to wrap text. Options:  
               STANDOFF    Sets the text offset.  
               NOWRAP      Flows text over the objects.

WRAPLEFT	Flows text to the left of the objects.
WRAPRIGHT	Flows text to the right of the objects.
WRAPJUMP	Does not flow text on either side of the objects.
WRAPAROUND	Flows text on both sides of the objects.
WRAPINSIDE	Flows text inside the objects, but not outside.

DOCUMENT/s The document name.

WINDOW/s The window name.

OBJECTID/i The number of the object. Default=current.

Examples:

```
settextwrap wrapjump standoff 0.125 0.125
```

## 1.26 settoolmode

SETTOOLMODE

Sets the toolbox mode.

```
settoolmode <tool | LASTUSED | PREVIOUS | NEXT>
[WINDOW name]
```

tool/k The tool to select. Options: OBJECT|RESHAPE|CROP|MAGNIFY|TEXT|EYEDROPPER|COLUMN|LINE|BOX|RBOX|ELLIPSE|ARC|PEN|FREEHAND|GRID|ROUTETEXT.

LASTUSED Sets the last set tool.

PREVIOUS Sets the previous tool in the toolbox; left to right or top to bottom order.

NEXT Sets the next tool in the toolbox; left to right or top to bottom order.

WINDOW/s The window name. Default=current.

Notes:

You do not have to set the toolbox mode in order to draw an object with a script command. This command is only used when you wish to set the interface's toolbox mode.

Examples:

```
settoolmode text window 'Untitled 1~View.1'
```

```
settoolmode lastused
```

## 1.27 settoolbar

## SETTOOLBAR

Sets the toolbar buttons.

settoolbar (<command | SCRIPT name SPACE>)...

command/s The name of a menu command.

SCRIPT/s The name of an internal script.

SPACE/k Inserts space between buttons.

### Notes:

Menu command names are abbreviated. Record the setting of the toolbar to find the names you need because there are too many to list here.

Include the ellipsis for script names.

### Examples:

```
settoolbar new open savedoc print space cut copy \ensuremath{\lnot}
  paste delete space undo redo space linktext \ensuremath{\lnot}
  breaktextrouting space indentleft indentright \ensuremath{\lnot}
  hangingindent space execute preferences
```

```
settoolbar execute space script "Toggle Fill" \ensuremath{\lnot}
```

## 1.28 settracking

### SETTRACKING

Sets the tracking value at the insertion point, for selected text or for a style tag. Tracking can be applied on top of a tracking table's preset tracking.

settracking <track>

[DOCUMENT name | WINDOW name | STYLETAG name]

track/d The tracking value (-327 to 327).

DOCUMENT/s The document name.

WINDOW/s The window name.

STYLETAG/s Sets the attribute for a style tag.

### Notes:

Tracking units are 1/100th of an em space.

### Examples:

```
settracking '-10'
```

```
settracking 15 document 'project.doc'
```

```
settracking 5 styletag 'Body Text'
```

## 1.29 settrackrange

### SETTRACKRANGE

Sets the tracking range options at the insertion point, for selected text or for a style tag.

```
settrackrange <minc optc maxc minw optw maxw>
[DOCUMENT name | WINDOW name | STYLETAG name]
```

minc/d	The minimum character spacing.
optc/d	The optimum character spacing.
maxc/d	The maximum character spacing.
minw/d	The minimum word spacing.
optw/d	The optimum word spacing.
maxw/d	The maximum word spacing.
DOCUMENT/s	The document name.
WINDOW/s	The window name.
STYLETAG/s	Sets the attribute for a style tag.

Examples:

```
settrackrange '-5 0 25 75 100 150'
```

```
settrackrange '-5 0 25 75 100 150' styletag 'Body'
```

## 1.30 settracktable

### SETTRACKTABLE

Sets the tracking table at the insertion point, for selected text or for a style tag. A tracking table is a preset formula which tracks tighter at large sizes. Tracking tables are non-editable. Tracking can be applied on top of a tracking table's preset tracking.

```
settracktable <table>
[DOCUMENT name | WINDOW name | STYLETAG name]
```

table/k	Sets the tracking table. Options: NONE VERYLOOSE LOOSE NORMAL TIGHT  VERYTIGHT.
DOCUMENT/s	The document name.
WINDOW/s	The window name.
STYLETAG/s	Sets the attribute for a style tag.

Examples:

```
settracktable loose
```

```
settracktable normal document 'project.doc'
```

```
settracktable tight styletag 'Body Text'
```

---



## 1.31 settypeangle

SETTYPEANGLE

Sets the type angle at the insertion point, for selected text or for a style tag.

settypeangle

```
[ROTATE angle] [SKEW slantangle twistangle]
[DOCUMENT name | WINDOW name | STYLETAG name]
```

ROTATE/D	The rotation angle. Default=current.
SKEW/D	The slant and twist angle. Default=current.
DOCUMENT/s	The document name.
WINDOW/s	The window name.
STYLETAG/s	Sets the attribute for a style tag.

Notes:

This sets the italic slant angle for fonts that lack a true italic style, and also allows you to twist and rotate blocks of text. To set only the italic slant angle, set the slantangle to the desired value and set the twistangle to 0.

Examples:

```
settypeangle rotate 25
```

```
settypeangle skew 15 30
```

```
settypeangle rotate 14 styletag 'Rotated Text'
```

## 1.32 settypesize

SETTYPESIZE

Sets the type size at the insertion point, for selected text or for a style tag.

```
settypesize <size>
[DOCUMENT name | WINDOW name | STYLETAG name]
```

size/d	The type size.
DOCUMENT/s	The document name.
WINDOW/s	The window name.
STYLETAG/s	Sets the attribute for a style tag.

Examples:

```
settypesize 15
```

---

```
settypesize '0.5''
```

```
settypesize 14 styletag 'Body Text'
```

### 1.33 settypewidth

SETTYPEWIDTH

Sets the horizontal scale at the insertion point, for selected text or for a style tag.

```
settypewidth <width>
[DOCUMENT name | WINDOW name | STYLETAG name]
```

```
width/d      The horizontal scale.
              Default=current.
DOCUMENT/s   The document name.
WINDOW/s     The window name.
STYLETAG/s   Sets the attribute for a style tag.
```

Examples:

```
settypewidth 80
```

```
settypewidth 120 styletag 'Body Text'
```

### 1.34 setunderline

SETUNDERLINE

Sets the underline style option at the insertion point, for selected text or for a style tag.

```
setunderline <preset | CUSTOM
<CONTINUOUS | WORD | CHARACTER> offset>
[DOCUMENT name | WINDOW name | STYLETAG name]
```

```
preset/k     Sets the underline style. Options:
              OFF           Toggles off the style.
              SINGLE        Standard underlining.
              DOUBLE        Double underlining.
              STRIKETHROUGH Standard strikethrough.
CUSTOM/d     Sets a custom format and offset
DOCUMENT/s   The document name.
WINDOW/s     The window name.
STYLETAG/s   Sets the attribute for a style tag.
```

Notes:

The standard single underline style is:

```
- format:      continuous
- offset:      10%
```

---

```
- line:          0.5pt
- color:         text color
The standard double underline style is:
- format:        continuous
- offset:        10%
- stroke offset: -0.5 pt & 0.5 pt
- line:          0.5pt
- color:         text color
The standard strikethrough style is:
- format:        continuous
- offset:        -40%
- line:          0.5pt
- color:         text color
```

Examples:

```
setunderline off
```

```
setunderline custom word 20 document 'project.doc'
```

```
setunderline double styletag 'Table Text 2'
```

## 1.35 setundolevels

SETUNDOLEVELS

Changes the number of undo levels available.

```
setundolevels <levels> [SAVE]
```

levels/i The number of undo levels to permit.  
SAVE Saves to the PageStream3 Preferences file.

Notes:

The number of undo levels is limited only by memory. For unlimited levels of undo, set levels to -1. It is recommended that you restrict the number of levels of undo to conserve memory.

Examples:

```
setundolevels 16 save
```

## 1.36 setvariablename

SETVARIABLENAME

Sets the name of a user variable.

```
setvariablename <name VARIABLE name>
```

---

name/s      The new name of the variable.  
 VARIABLE   The document/chapter/variable name.  
              Default=current.

Examples:

```
setvariablename author variable writer
```

```
setvariablename author variable MyBook.doc~writer
```

## 1.37 setvariablevalue

SETVARIABLEVALUE

Sets the string of a user variable.

```
setvariablevalue <value VARIABLE name>
```

value/s      The new string for the variable.  
 VARIABLE   The document/chapter/variable name.  
              Default=current.

Examples:

```
'setvariablevalue "Bill Watson"'
```

```
'setvariablevalue "Bill Watson" variable \ensuremath{\lnot}  

  MyBook.doc~author'
```

## 1.38 setviewdefaults

SETVIEWDEFAULTS

Changes the default view options.

```
setviewdefaults [SCALE <custom | preset>]  

[SCALERANGE min max] [GRID status]  

[SNAPTOGRID status] [GRIDCOLOR red green blue]  

[DISPLAYGIRD status] [GUIDES status]  

[SNAPTOGUIDES status]  

[PAGEGUIDECOLOR red green blue]  

[RULERGUIDECOLOR red green blue]  

[DISPLAYGUIDES status]  

[PAGECOLOR red green blue]  

[PAGESHADOWCOLOR red green blue]  

[PAGEBORDERCOLOR red green blue]  

[PASTEBOARDCOLOR red green blue]  

[DRAWINGS status] [OUTLINE status]  

[TEXTLINKS status] [INVISIBLES status]  

[RULER status] [PICTURES status] [SAVE]
```

custom/d              The custom view percentage.

preset/k	The view magnification to set. Options: FULLPAGE FULLPAGEWIDTH  FULLPAGEHEIGHT FULLPASTEBOARD  FULLPASTEBOARDWIDTH  FULLPASTEBOARDHEIGHT LASTUSED.
SCALERANGE/d	The minimum and maximum view scale.
GRID/k	The grid display status. Options: show hide toggle.
SNAPTOGRID/k	The snap-to-grid status. Options: on off toggle.
GRIDCOLOR/i	The red, green and blue components of the grid color. Range: 0-255.
DISPLAYGRID/k	The grid depth. Options: infront  inback toggle.
GUIDES/k	The guides display status. Options: show hide toggle.
SNAPTOGUIDES/k	The snap-to-guides status. Options: on off toggle.
PAGEGUIDECOLOR/i	The RGB components of the page guide color. Range: 0-255.
RULERGUIDECOLOR/i	The RGB components of the ruler guide color. Range: 0-255.
DISPLAYGUIDES/k	The guide depth. Options: infront  inback toggle.
PAGECOLOR/i	The RGB components of the page color. Range: 0-255.
PAGESHADOWCOLOR/i	The RGB components of the page shadow color. Range: 0-255.
PAGEBORDERCOLOR/i	The RGB components of the page border color. Range: 0-255.
PASTEBOARDCOLOR/i	The RGB components of the pasteboard color. Range: 0-255.
DRAWINGS/k	The drawings display status. Options: show hide toggle.
OUTLINE/k	The column outlines display status. Options: show hide toggle.
TEXTLINKS/k	The text links display status. Options: show hide toggle.
INVISIBLES/k	The invisibles display status. Options: show hide toggle.
RULER/k	The rulers display status. Options: show hide toggle.
PICTURES/k	The pictures display status. Options: show hide toggle.
SAVE	Saves to the PageStream3 Preferences file.

#### Notes:

The TOGGLE parameter may not be used in conjunction with the SAVE parameter.

#### Examples:

setviewdefaults scale 50 grid hide pictures show save

## 1.39 setwindowname

SETWINDOWNAME

Changes the view name of a window.

setwindowname <name> [WINDOW name]

name/s      The new view name of a window.

WINDOW/s   The old window name. Default=current.

Notes:

Windowname is just the new view name and cannot include the document name. The document name can be changed separately with the SETDOCUMENTNAME command.

Examples:

setwindowname 'My View' window 'Untitled 1~View.1'

## 1.40 setwindowdefaults

SETWINDOWDEFAULTS

Sets the size and position of the default document window.

setwindowdefaults [AT x y] [SIZE width height]  
[SAVE]

AT/i      Sets the window position in pixels.

SIZE/i    Sets the window size in pixels.

SAVE      Saves to the PageStream3 Preferences file.

Notes:

If the AT pointy coordinate is set to -1, the window will open immediately below the screen title bar, regardless of the screen font height. If either SIZE coordinate is set to 10000, the window will open at the maximum size of the screen in that direction.

This command does not affect open document windows. It sets the position and size of future document windows. Use the SETWINDOWPOS command to set the position and size of open document windows.

Examples:

setwindowdefaults at 0 -1 size 640 10000

setwindowdefaults at 0 -1 save

---

## 1.41 setwindowpos

SETWINDOWPOS

Sets the size and position of an open document window.

```
setwindowpos [AT x y] [SIZE width height]
[WINDOW name]
```

AT/i        Sets the window position in pixels.  
SIZE/i     Sets the window size in pixels.  
WINDOW     is the window name. Default=current.

Notes:

If the AT pointy coordinate is set to -1, the window will open immediately below the screen title bar, regardless of the screen font height. If either SIZE coordinate is set to 10000, the window will open at the maximum size of the screen in that direction.

This command does not affect future document windows. It sets the position and size of an open document window only. Use the SETWINDOWDEFAULTS command to set the position and size of future document windows.

Examples:

```
setwindowpos at 0 -1 size 640 10000
```

## 1.42 simplifypath

SIMPLIFYPATH

Simplifies the path by replacing lines and curves with a minimum number of lines and curves. There is no loss of accuracy. Use this command to simplify an overly complex path.

```
simplifypath [DOCUMENT name | WINDOW name]
```

DOCUMENT/s    The document name.  
WINDOW/s      The window name.

Examples:

```
simplifypath
```

```
simplifypath window 'Untitled 1~View.1'
```

## 1.43 skew

SKEW

Skew selected objects horizontally (slant) and/or vertically (twist).

```
skew <slant twist> [ABOUT pointx pointy |  
ABOUTCENTER]  
[DOCUMENT name | WINDOW name | OBJECTID number]
```

slant/d	The slant angle.
twist/d	The twist angle.
ABOUT/d	The rotation point.
ABOUTCENTER	Rotates around its center. Default.
DOCUMENT/s	The document name.
WINDOW/s	The window name.
OBJECTID/i	The number of the object. Default=current.

Examples:

```
skew 90 131 about 2.2 3.125 document 'project.doc'
```

## 1.44 smoothpath

SMOOTHPATH

- not currently implemented -

Smooths the path by replacing lines and curves with a minimum number of curves. There is a loss of accuracy because rough spots will be rounded out. Use this command to smooth a freehand path.

```
smoothpath [DOCUMENT name | WINDOW name |  
OBJECTID number]
```

DOCUMENT/s	The document name.
WINDOW/s	The window name.
OBJECTID/i	The number of the object. Default=current.

Examples:

```
smoothpath
```

```
smoothpath window 'Untitled 1~View.1'
```

## 1.45 snaptogrid



## SNAPTOGRID

Changes the snap-to-grid status.

```
snaptogrid <status> [WINDOW name]
```

status/k The snap-to-grid status. Options:  
on|off|toggle.

WINDOW/s The window name. Default=current.

### Notes:

Grid spacing and strength are part of the master page description. The snap-to-grid toggle is part of the window settings.

Snap-to-grid does not affect drawing with script commands; it affects drawing and editing from the interface only.

### Examples:

```
snaptogrid on
```

```
snaptogrid off window 'Untitled 1~View.1'
```

## 1.46 snaptoguides

## SNAPTOGUIDES

Changes the snap-to-guide status.

```
snaptoguides <status> [WINDOW name]
```

status/k The snap-to-guides status. Options:  
on|off|toggle.

WINDOW/s The window name. Default=current.

### Notes:

Guide position and strength are part of the master page description. The snap-to-guide toggle is part of the window settings.

Snap-to-guides does not affect drawing with script commands; it affects drawing and editing from the interface only.

### Examples:

```
snaptoguides on
```

```
snaptoguides off window 'Untitled 1~View.1'
```

---

## 1.47 splitpaths

SPLITPATHS

Splits the paths of selected path(s) into their subpath(s).

splitpaths [DOCUMENT name | WINDOW name | OBJECTID number]

DOCUMENT/s The document name.

WINDOW/s The window name.

OBJECTID/i The number of the object.  
Default=current.

Examples:

splitpaths

splitpaths document 'project.doc'

## 1.48 splitpoint

SPLITPOINT

Splits a path apart at a point.

splitpoint [POINTINDEX point]  
[DOCUMENT name | WINDOW name | OBJECTID number]

POINTINDEX/i The number of the point to split.  
Default=selected point.

DOCUMENT/s The document name.

WINDOW/s The window name.

OBJECTID/i The number of the object.  
Default=current.

Notes:

Pointindex identification numbers are numbered from 0 starting with the first moveto in a path.

If the path is open, this will create two subpaths.

If the path is closed, this will create an open path.

Examples:

splitpoint pointindex 23

## 1.49 stroked

---

## STROKED

Toggles the stroke for an object or text, or for a style tag. If object or text is chosen and nothing is selected, it toggles the stroke for future objects or text, as applicable.

```
stroked <status>  
[DOCUMENT name | WINDOW name | OBJECTID number]
```

status/k      The stroke status. Options:  
                 on|off|toggle.  
DOCUMENT/s    The document name.  
WINDOW/s      The window name.  
OBJECTID/i    The number of the object.  
                 Default=current.

Examples:

```
stroked on
```

```
stroked toggle document 'project.doc'
```

## 1.50 stylepalette

### STYLEPALETTE

Displays the style tag palette.

```
stylepalette [status] [AT x y] [SIZE width height]  
[COLLAPSED state] [SAVE]
```

status/k      The palette's display status. Options:  
                 show|hide|toggle.  
AT/i           The palette position in pixels.  
SIZE/i        The palette size in pixels.  
COLLAPSED/k   The collapsed state of the palette.  
                 Options: ON|OFF.  
SAVE          Saves the palette settings to the  
                 PageStream3 Preferences file.

Notes:

TOGGLE may not be used in conjunction with SAVE.

Examples:

```
stylepalette toggle
```

```
stylepalette show at 500 300 size 180 172 save
```

```
stylepalette hide
```

---

## 1.51 textcursor

TEXTCURSOR

Moves the text insertion point.

textcursor <move> [DOCUMENT name | WINDOW name]

move/k	Where to move the insertion point.
LEFT	Moves 1 character left.
RIGHT	Moves 1 character right.
UP	Moves 1 line up.
DOWN	Moves 1 line down.
WORDLEFT	Moves 1 word left.
WORDRIGHT	Moves 1 word right.
BOL	Moves to the start of the line.
EOL	Moves to the end of the line.
BOP	Moves to the start of the paragraph.
EOP	Moves to the end of the paragraph.
BOC	Moves to the start of the column.
EOC	Moves to the end of the column.
BOF	Moves to the top of the frame's first column.
EOF	Moves to the bottom of the frame's last column.
BOA	Moves to the top of the article's first column.
EOA	Moves to the bottom of the article's last column.

DOCUMENT/s The document name.

WINDOW/s The window name.

Examples:

textcursor left

textcursor wordright

textcursor boa document 'Project.Doc'

textcursor eop

## 1.52 toolbar

TOOLBAR

Displays the toolbar.

toolbar [status] [AT pointx pointy] [SAVE]

status/k	The toolbar's display status. Options:
	SHOW HIDE TOGGLE.

AT/i            The toolbar position in pixels.  
 SAVE           Saves the status to the PageStream3  
                  Preferences file.

Notes:

TOGGLE may not be used in conjunction with SAVE.

Examples:

toolbar toggle

toolbar show at 0 450 save

## 1.53 transform

TRANSFORM

Copies, scales, offsets, rotates, slants and twists  
 selected object(s).

```
transform <count> [OFFSET offsetx offsety]
[SCALE scalex scaley] [ROTATE angle |
SKEW slantangle twistangle | SLANT angle |
TWIST angle] [ABOUT pointx pointy | ABOUTCENTER]
[DOCUMENT name | WINDOW name | OBJECTID number]
```

count/i        The number of copies to make.  
 OFFSET/d      The offset from the original or  
                  previous copy.  
 ROTATE/d      The rotation angle. Default=0.  
 SKEW/d        The slant and twist angle. Default=0.  
 SLANT/d       The slant angle. Default=0.  
 TWIST/d       The twist angle. Default=0.  
 ABOUT/d       The rotation point.  
 ABOUTCENTER   Rotates around its center. Default.  
 DOCUMENT/s    The document name.  
 WINDOW/s      The window name.  
 OBJECTID/i    The number of the object.  
                  Default=current.

Notes:

If count=0, the the original object will be  
 transformed. If count>0, then each successive object  
 will be transformed by these values.

Examples:

transform 5 offset 0.25 0 scale 100 83

transform 3 skew 90 131 about 2.2 3.125 \ensuremath{\not}\ensuremath{\not}  
 document 'project.doc'

## 1.54 undo

UNDO

Undoes the last command or action.

undo [DOCUMENT name | WINDOW name]

DOCUMENT/s The document name.

WINDOW/s The window name.

Examples:

undo document 'project.doc'

## 1.55 ungroup

UNGROUP

Ungroups selected logical groups into their component objects and/or groups.

ungroup [DOCUMENT name | WINDOW name |  
OBJECTID number]

DOCUMENT/s The document name.

WINDOW/s The window name.

OBJECTID/i The number of the object.  
Default=current.

Examples:

ungroup

ungroup document 'project.doc'

## 1.56 unlock

UNLOCK

Unlocks selected locked objects so that they can be edited.

unlock [DOCUMENT name | WINDOW name |  
OBJECTID number]

DOCUMENT/s The document name.

WINDOW/s The window name.

OBJECTID/i The number of the object.  
Default=current.

Examples:

---

unlock

unlock document 'project.doc'

---