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## Introduction to the PerfectScript ALM

The PerfectScript object can be used to automate applications (WordPerfect, GroupWise, QuattroPro, and Presentations) within PerfectOffice. This automation includes playing macros, as well as activation one or more features of a PerfectOffice application, such as entering text or saving files. Also any other application that uses the Shared code scheme will be available within the PerfectScript object editing dialog upon installation. One such application that does not ship with the PerfectOffice suite is InForms. The following sections explain how to use AppWare to automate WordPerfect for Windows. Much of this information also applies to automating GroupWise, Presentation and QuattroPro.

*Note: The PerfectScript object is compatible with PerfectOffice 3.0 and the applications programs that come with it (e.g., WordPerfect 6.1, QuattroPro 6.0 and Presentations 3.0). PerfectScript cannot be used with earlier versions of these products. The PerfectScript ALM requires the "shared code" files that are an integral part of PerfectOffice. If these shared code files are not installed, the PerfectScript ALM cannot be used.*

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## ***Setting the Target Application***

Like all AppWare objects, the PerfectScript object can be configured to define how the object behaves. To configure the object, double-click the PerfectScript object icon and select which application AppWare is to control.

## ***Playing a File Script***

Playing a "script" is the most straightforward task the PerfectScript can automate. The script can be contained in a WordPerfect template or a separate file. To play a file script (a macro contained in its own file) merely call the Play File Script function passing in the path to the script file as the input parameter to the function.

## ***Playing a Template Script***

PerfectScript can also play a script contained in a WordPerfect template (the template does not need to be active). In a working AppWare program, provide the actual name of the template as the first input parameter and the name of the script to play as the second input parameter to the Play WP Template Script function.

## ***Sending Commands to WordPerfect with PerfectScript***

PerfectScript enables you to send most macro product commands to WordPerfect. The command may insert text, add a blank line, open a document or save a document. While there is virtually no limit to the complexity of automation that can be achieved using PerfectScript inside AppWare, this object should be reserved to sending only a handful of commands. For example to use a button to tell WordPerfect to insert a hard return, double-click the PerfectScript object and select WordPerfect as the target product. Once the target product is selected, select the HardReturn command. To execute the command, call the Send PerfectScript Command function passing as the input parameter the PerfectScript object, which in this case is named HardReturn.

## ***Using PerfectScript with other PerfectOffice Applications***

The same techniques can also be used to automate other selected applications in the PerfectOffice suite, namely GroupWise, Presentations and QuattroPro. Whether automating WordPerfect, GroupWise, or Presentations, the syntax and construction of the PerfectScript application is the same. Just identify the target application to send commands to.

### **To send commands to**

WordPerfect  
GroupWise  
Presentations  
QuattroPro

### **Use as target application name**

WordPerfect  
WPOffice  
WPPrWin  
QuattroPro

## **PerfectScript Object Signals**

The PerfectScript Object has no signals.



## PerfectScript ALM Functions

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## **Delete Script Variable**

**Platform** MS Windows

**Action** Deletes a persistent variable in the WP Macro Facility persistent variable pool.

### **Input Parameters**

**Variable Name** The name of the persistent variable. *Type: Required Text*

*Note: A Perfect Script object must be included in the project to use this function.*

### **Flows**

**Deleted** Followed after the variable is deleted.

**Failed** Followed if the variable is not deleted, or if an error occurred.

## **Get Script Variable**

**Platform** MS Windows

**Action** Retrieves a persistent variable from the WP Macro Facility persistent variable pool.

### **Input Parameters**

**Variable Name** The name of the persistent variable. *Type: Required Text*

### **Output Parameters**

**Variable Value** The value of the persistent variable. *Type: Required Text*

*Note: A Perfect Script object must be included in the project to use this function.*

### **Flows**

**Retrieved** Followed after the variable is retrieved.

**Failed** Followed if the variable was not available, or if an error occurred.

## ***Play File Script***

**Platform** MS Windows

**Action** Plays a WordPerfect file macro script.

### **Input Parameters**

**Macro File Name** The path and filename of the macro to play. *Type: Required Text*

*Note: A Perfect Script object must be included in the project to use this function.*

### **Flows**

**Played** Followed after the macro plays successfully.

**Failed** Followed if the execution of the macro fails.

## ***Play WP Template Script***

**Platform** MS Windows

**Action** Plays a WordPerfect template macro.

### **Input Parameters**

**Template File Name** The path and filename of the template. *Type: Required Text*

**Macro Name** The name of the macro in the template to play. *Type: Required Text*

*Note: A Perfect Script object must be included in the project to use this function.*

### **Flows**

**Played** Followed after the macro plays successfully.

**Failed** Followed if the execution of the macro fails.

## **Script Variable Exists**

**Platform** MS Windows

**Action** Queries whether a persistent variable exists in the WP Macro Facility persistent variable pool.

### **Input Parameters**

**Variable Name** The name of the persistent variable. *Type: Required Text*

*Note: A Perfect Script object must be included in the project to use this function.*

### **Flows**

**Found** Followed if the variable exists.

**NotFound** Followed if the variable does not exist.

## **Send PerfectScript Command**

**Platform** MS Windows

**Action** Calls the macro listed in the PerfectScript object.

### **Input Parameters**

**Command** The PerfectScript Object containing the macro to be played. *Type: Required PerfectScript Object*

### **Output Parameters**

**Text** Returns the text output of the played macro. *Type: Optional Text*

**Number** Returns the number output of the played macro. *Type: Optional Number*

*Note: A Perfect Script object must be included in the project to use this function.*

### **Flows**

**Played** Followed after the command has been successfully completed

**Failed** Followed if the command cannot be completed

## **Set Script Variable**

**Platform** MS Windows

**Action** Sets a persistent variable in the WordPerfect Macro Facility persistent variable pool. If the variable does not exist, one is created.

### **Input Parameters**

**Variable Name** The name of the persistent variable. *Type: Required Text.*

**Variable Type** The type of the variable. This should be a STRING, INT or FLOAT. *Type: Required Text.*

**Variable Value** The value of the variable. The AppWare text object is converted to the appropriate type by the WordPerfect macro system. *Type: Required Text*

*Note: A Perfect Script object must be included in the project to use this function.*

### **Flows**

**Set** Followed after the macro variable is set successfully.

**Failed** Followed if the macro variable is not set.



## **Terminate Commands**

**Platform** MS Windows

**Action** Stops macro commands that have been called with the Send PerfectScript Command function.

**Parameters**

This function has no parameters

*Note: A Perfect Script object must be included in the project to use this function.*

### **Flows**

**Terminated** Followed after the commands have been terminated

**Failed** Followed if the commands cannot be terminated

*Warning: Whenever Perfect Script functions are used in a project, the Terminate Commands function should be used before closing the application.*

