

Registering New Scripts in the SymPhoTime 64

Summary

This tutorial shows step-by-step, how a new script can be generated and registered in the SymPhoTime 64 software. Therefore, a present SymPhoTime 64 demo script "Hello World" is modified and registered as an additional new script.

Step-by-Step Tutorial

- Start SymPhoTime 64 software.
- Go to the "Analysis" tab.
- Start the script "Hello World" by clicking "Start".

SymPhoTime 64		
File Edit View Settings Scripts Analy	sis Window Help Analysis	
	Imaging	
	Time Trace	
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	User Defined Scripts	
Status Messages:	Helio World Just for Bustration. Simply press "Start. Help Start	

Note: Any script can be used as a basis to be modified. The "Hello World" script is just chosen for demonstration purposes.

Response: A window is generated.



• Place the mouse over the "Hello World Window", right mouse click and select "Show source code".

Response: Another window with the source code appears.

STUPSLANG Script Editor - HelloWorld.stups	_ 🗆 X
File Script Search Windows	
Code	
i script HelloWorld;	
z application guitype = Dialog;	
2	
4 HelloWorldWin: Dialog public;	
5 Left = 120 Top = 10 Right = 160 Bottom = 15	
6 Caption = "Nello World Window";	
8 IblText: Label;	
> help "Shows the wellknown Text ""Hello World""!"	
10 Parent = HelloWorldWin	
11 Left = 15 Top = 1 Right = 25 Bottom = 2	
12 Caption = "Hello World!"	
14 7	
15 OEBtn: Button;	
16 help "Closes dialog."	
17 Parent = HelloWorldWin	
18 Left = 15 Right = 25 Top = 3 Bottom = 4	
15 Caption = "OR";	
20 21 eventhandlers	
22	
23 event OKBin.OnClick;	
 24 BelloWorldWin.ModalResult = mrCancelf 	
25 and;	
26	
27 exec • 28 BelloWorldWin,ShowNodal():	
 28 HelloWorldWin.ShowModal(); 29 end. 	
io help "This script shows up a simple dialog with the text ""Hello World!"" and	an dibORd/ib button. Press dibORd/ib to close the dialog.":
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File Loaded	
rie Loadea	1

- Change the first line of the script from "script Hello World;" to "script FirstOwnScript;"
 - The first line defines the name of the script used in the SymPhoTime software.
- In the main menu of the window, select "File\Save as".
- Save the script in the folder C:\Users\Public\Documents\SPTUserScripts\" and name it, in this case, enter "FirstOwnScript" and press "Save".

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Downloads		Name	Änderungsdatum	Тур
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Datei <u>n</u> ame:	C:\Us	ers\Public\Documents\SPTUserScripts\ <mark>FirstOwn</mark>	Script	-
Datei <u>t</u> yp:	Stups	Lang Scripts (*.stups)		•
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- The script text is now saved under a different script name and file name. Physically, the file FirstOwnScript is generated.
- Close the script editor window.
- Close the "Hello World" Window.
- Select from the main menu: "Scripts\Manage Scripts".

Response: The script manager window opens.

Add Be	move Toggle Ru	n Up Down		Show File Dep	
criptType	GUI Type	File Name	Run	Path	
HelloWorld	Dialog	HelloWorld.stups	R	C:\Users\Public\Documents\SPTUserScripts	
UserMenus	Menu	UserMenus.stups	R	C:\Users\Public\Documents\SPTUserScripts	

• Double click on the Line "UserMenus".

Response: The STUPSLANG Script Editor window opens with the text of the script UserMenus.stups.

Note: This script controls the icons of the scripts in the "User Scripts"-tab.

• Copy the line "menu "Analysis... " and paste it one line below.

👷 STUPSLANG Script Editor - Userlilenus.stups	_DX
File Script Search Windows	
Code	
1 script UserHenus;	*
2 application guitype = Nenu;	
4 5 eventhandlers	
6	
7 menu "Analysis(sUser Defined Scripts(Hello World)Just for illustration. Simply 8	press 'Start'.", Application.WorkspaceTree, HelloWorld;
9 exec	
10 // 11 and.	
33	
1	,
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• Replace the "Hello World" in the copied line against "FirstOwnScript".

STUPSLANG ScriptEditor - UserHenus.staps
File Script Search Windows
<pre>cose i script UserHenus; application guitype = Nenu; seventhandlers penu "Analysis UBer Defined Scripts Hello World Just for illustration. Simply press 'Start'.", Application.WorkspaceTree, HelloWorld/ means "Analysis UBer Defined Scripts FirstOwnScript Just for illustration. Simply press 'Start'.", Application.WorkspaceTree, FirstOwnScript; seac i // i end. ii </pre>
Image: state

- Goto "File\Save" and save the modified script.
- Close the script editor window.
- Again, go to "Script\Manage Scripts" on the main menu.

Response: The Script manager opens again.

• To register the new script, press "Add".

Response: A window opens.

• Select the file FirstOwnScript.

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🐌 Downloads	HelloWorld	31.10.2013 15:26	SPT64 Scrip
🗐 Zuletzt besucht	📋 UserMenus	31.10.2013 15:07	SPT64 Scrip
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Datei	name: FirstOwnScript	 ★.stups Öffnen ↓ Abb 	▼ orechen

Response: The script appears in the Script Manager window.

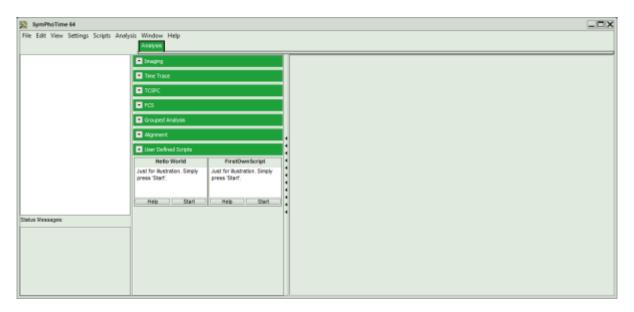
ScriptManager					_ D X
Add Bern	oveToggle Run	<u>Up</u> own		Show File Dep	
ScriptType	GUI Type	File Name	Run	Path	
HelloWorld	Dialog	HelloWorld.stups	R	C:\Users\Public\Documents\SPTUserScripts	
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<u>Cancel</u>	c				

• Click "OK".

Response: The script manager window closes and another window appears with the text "changes will take effect after restating the software".

• Restart SymPhoTime 64.

Response: Under "User Defined Scripts", now the newly generated script becomes visible and can be started.



Note: All user modified scripts should be stored where indicated in the tutorial, allowing full access to the scripts also for users without administrator rights.

Scripting also allows to edit the online help for the user configured scripts. Look at the script code for any examples.

A detailed description of the scripting commands can be found in the online help under "Help\Contents" from the main menu.

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Contents	Overview		[
Help on Online-Help Step by Step	Sorinting Type	Overview	
> Alin Window	Scripting Types	Overview	
Measurement Analysis	[Related Topics]		
Fundamentals			
A Discripting			
Scripting Types Overview Scripting Calls Overview Symbolic Constants Overview	system. Some of them are core defined typ		
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Scripts (by Function) Scripts (Alphabetically) Al Scripting Types (Alphabetically) Example Scripts Appendices	Some calls and methods also refer to privat them with an instance of any public class d methods that take numerical values as para type "Number" it is allowed to invoke them	erived from the legacy class. There meters. But since they are declar	e are for instance ed with the legacy
SymPhoTime Forum			
	[Private Scripting Types]		
	[Private Scripting Types] Public Scripting Types:		
		Description	
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	Public Scripting Types: Typename	public	
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