

Q: What is the purpose of 'Special Script'?

Do we have all the features you need? If not we may still be able to help you. For if you have a special requirement, chances are that other folks can benefit too. So here is a special deal just for you: We do what you want - or at least, pretty close to it. Then we give you a special keyword that you add to your default script file (C:\ETSusb\SpScript.txt) or create a new *filename.txt* containing just the keywords you wish. Upon detecting the presence of this keyword, the special feature is invoked. Here are some examples of some Special Script keywords:

- **MyFavoriteEditor**
- **MouseMoveCount 20; between 5 and 50**
- **PrintShmooResult**
- **WatchDogTimer**
- **RunContinuouslyWhileMeasureCurrent**
- **GetPinsFromTrn**
- **AllowProductionLock**

Note that the keywords themselves are fairly descriptive of their purpose. You may need to contact us about implementation if you don't readily understand the keyword.

Executing Special Scripts can be done in two ways. From the View Preferences window, select the Special Scripts tab to begin. Here you see a list of scripts available with your current version of ETS2k. Each time you receive a new release of ETS2k more Special Scripts may be available. The scripts that are checked are presently enabled on your system. If you uncheck a script, you must exit and restart the ETS2k software to effect the change. If you enable a new script by checking the box, just click "Apply" to execute it. By simply pointing the mouse cursor at a script on this list, a small help box appears with a brief description of the script.

Not every script available is in the Preferences window. Some scripts for specific customers (and other special purpose scripts) are not always on this list. All of the scripts are in a file called "SpScript.txt". Enabled scripts are on a line by themselves; disabled scripts are preceded by a semicolon. This list of enabled scripts will be executed automatically whenever you open the ETS2k application, relieving you of the manual Load/Execute process. If you ever want to manually override these scripts, you must modify or delete the "SpScript.txt" file, then close and reopen ETS2k.

Why would we not just implement your special feature without requiring a special keyword? There are two reasons. First, we wish not to obsolete our manuals and helpfiles for all of our users every time we assist one of our other customers. Secondly, it may turn out that our initial implementation - and for that matter any other implementation - proves less useful than hoped for. So we retain the keyword until the feature has been sufficiently time-honored and effectively applied, and we are ready for a new update of the manual. Then, and only then, will we dispense with the Special Script keyword and let the feature we tailored for you be an integral part of the ETS2k software - to the benefit of all. Prior to this, we'd rather not burden other users with excess software "baggage" until the feature has proven its usefulness. In this way, you can be assured that we do send out "beta" software, but "beta" features are available if you want to try them.

There are dozens of Special Script keywords at any given time, and new ones appear with almost every release of ETS2k. View the release notes and the "SpScripts.txt" file with your release of ETS2k to see the latest Special Script keywords available.

Also see:

Q'nApp #E16: ETS2k Files