



# FrameSLT Node Wizard Scripts Tutorial

This tutorial is intended to introduce you to Node Wizard scripts. Script management is an advanced topic and requires a thorough understanding of structured authoring in FrameMaker. If you are new to structured FrameMaker and/or structured authoring, you may consider deferring the completion of this tutorial until you have more experience.

Node Wizard scripting is an extension of Node Wizard functionality that is easier to understand if you already understand the basic use of the Node Wizard. If you are not familiar with the Node Wizard and/or have not completed the *Node Wizard Tutorial*, it is strongly recommended that you do so first.

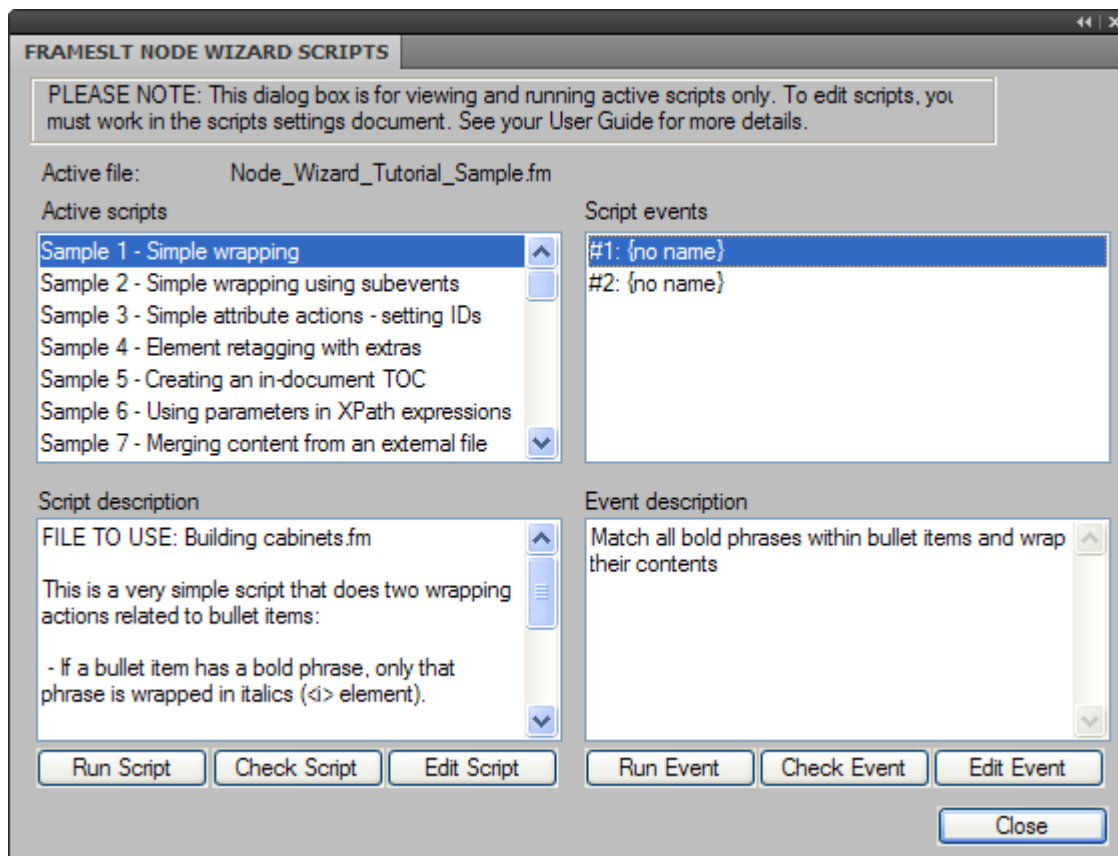
Before using this tutorial, note the following:

- The tutorial is designed for use with the sample files that install with FrameSLT, including `Building Cabinets.fm`.
- The tutorial is also designed to work with the sample scripts that are included with a new installation. The vast majority of this tutorial will be analyzing these scripts, running them, and observing the results. The explanations of what the scripts do are embedded as comments within the scripts.
- The scripts will make changes to your sample files. It is strongly recommended that you make backups of both the sample files and the scripts settings file before you begin running scripts.
- The text in this tutorial is very basic. It is expected that usage and exploration of the sample scripts will provide the best introduction.

## Part 1 – The Node Wizard Scripts dialog box

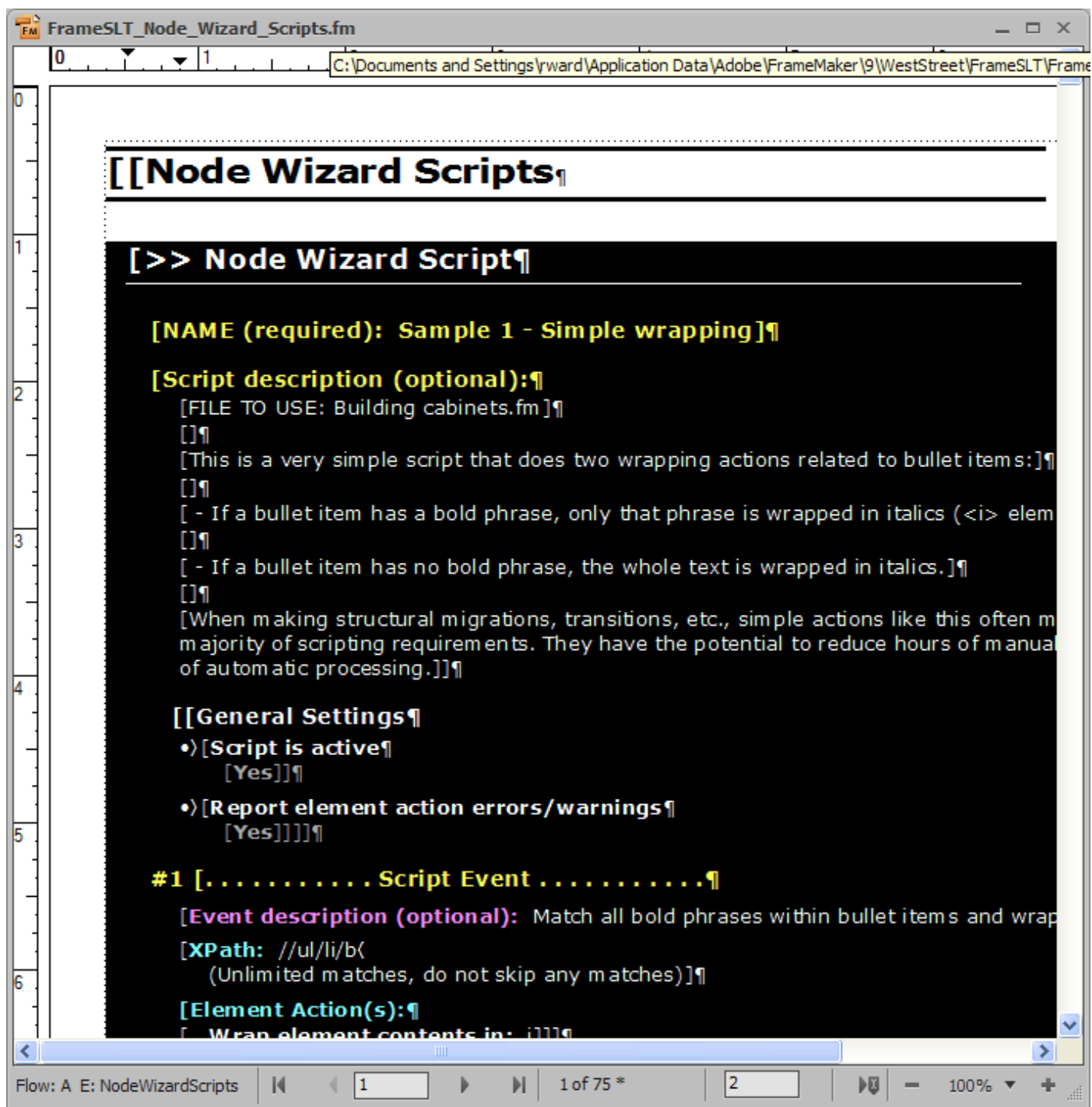
In this part, you will become familiar with the main interface for accessing and running scripts.

1. Select **FrameSLT > Node Wizard Scripts** to open the scripts dialog. You should see a list of sample scripts.
2. In the scripts dialog box, select the **Sample 1** script in the **Active scripts** box and event **#1** in the **Script events** box. Note how descriptions appear in the boxes below. These are read directly from the scripts settings file.

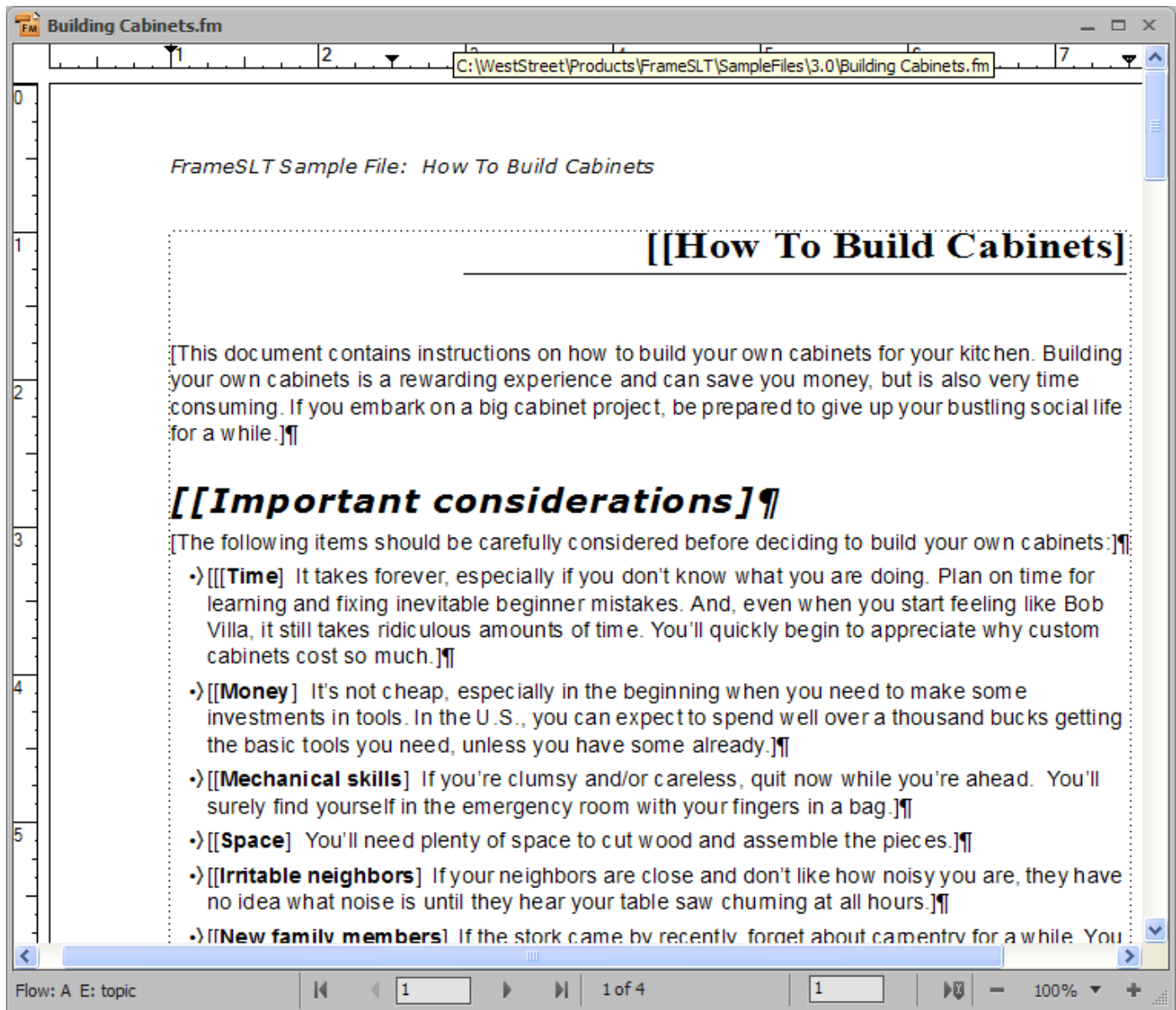


As you click through the items in the scroll boxes, the descriptions below automatically update.

3. Select the first script again and click **Edit Script** and accept the prompt to open the file. Note the new file that has opened, `FrameSLT_Node_Wizard_Scripts.fm`. This file is where all script data resides and where the information in the Node Wizard Scripts dialog box comes from. You should be able to see the description for the first script in the window.



4. Open the sample file, Building Cabinets.fm, and take a few minutes to get familiar with its structural architecture.



## Part 2 – Running scripts

For the remainder of the tutorial, you should run each of the sample scripts, most of which operate on the `Building Cabinets.fm` sample file. Some scripts may use a different file... be sure to read the script description before running it. To run a script, make the sample file active, select the script in the scripts dialog box, and click **Run**. Note the following:

- Each script has extensive descriptive content embedded within. Study this information to understand what a script is intended to do and how it is constructed. Each script is designed to demonstrate a key functional capability of the scripts.
- Each script will make changes to the sample file. Therefore, before running a new script, always restore the original version with **File > Revert To Saved** or similar. Most scripts are constructed to work on the original markup, so most will cease to function correctly if you run them on an altered file.

- Once you have made the necessary backups, feel free to experiment with the scripts. All of the instructions are embedded in the markup and text parameters in the scripts files. The EDD of the file will guide you through the various constructs that are supported.