

UI Scripting in Pro/INTRALINK 3.2

by Eric Horn

Beginning with Pro/INTRALINK version 3.1, a hidden capability of user interface (UI) scripting within the new Java interface has been discovered. The UI scripting allows users to create shortcuts within the application and helps automate repetitive tasks. These macros run very fast and can increase user productivity.

The main objective is to get around the scripting user interface. First, users must learn how to access it. There is no menu choice that opens the script UI; to display the window, press **Control + S**. The Scripting Options window will appear. Different tabs in the window (see *Figure 1*) are for Playback, Recording, Recompile, Watch, Messages and Errors. Each tab has its own function:

- Playback—allows playback of a recorded macro to test the repeatability of the macro.
- Recording—allows the means for recording keystrokes into the macro.
- Recompile—allows the macro to be compiled again, if the recording has been edited manually.
- Watch—debugs a recorded macro.
- Messages—displays output from the recorded macro.
- Errors—displays the errors found in the recorded macro.

Recording a macro

Let us walk through an example of a repetitive task about which I hear many complaints—using the Locate function within INTRALINK. We can automate this process by recording a macro to run a commonly used search function. Open the Scripting Options dialog box by selecting **Control + S**. Click on the **Recording** tab. For the File Selection, enter a name that will describe this macro. I will use “locate” to define this macro. You will see an available option, Use Key Recording, which allows the actual keystrokes to be recorded. For this record, this option must be selected. (See *Figure 2*.)

(Continued on page 22)

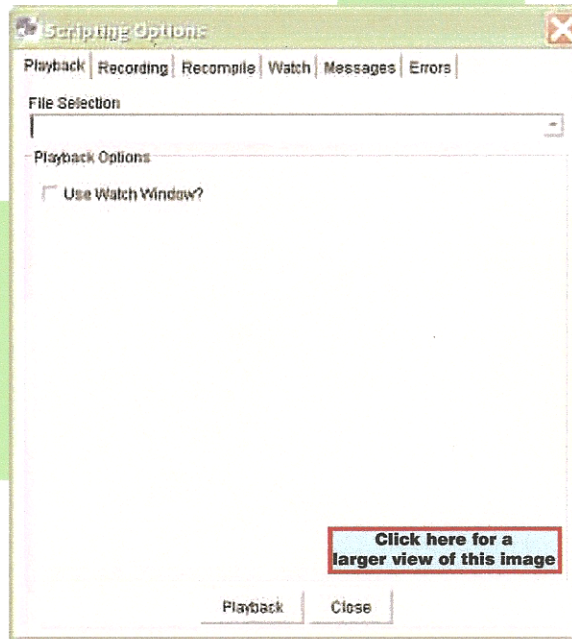


Figure 1.

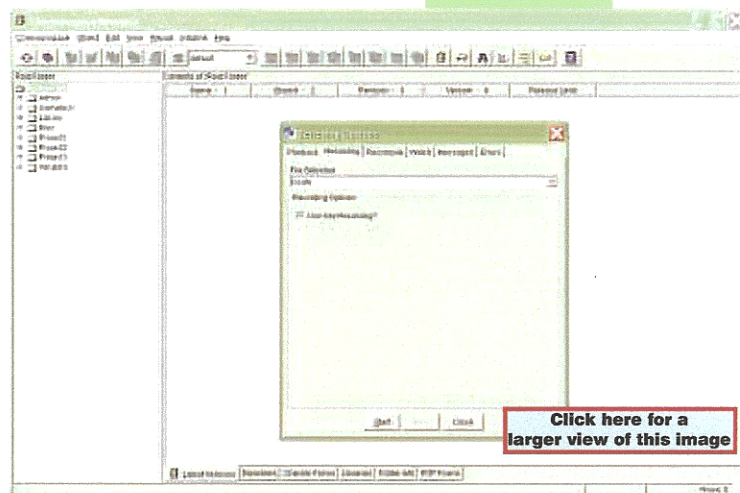


Figure 2.

UI Scripting in Pro/INTRALINK 3.2

(Continued from page 20)

Now we are ready to record, so select the **Start** button. Click on INTRALINK in the Commonsense or Workspace browser and select **Locate**. In my example, once the Locate window opens, I select the saved search of "Search by Name." In the Name parameter, I enter a value of "900*" (as shown in Figure 3), to search for all the latest objects in the database that start with 900. Now select **Search** and the system will run the search. After you have run the search, click on the **Stop** button in the Scripting Options dialog to stop the recording of the macro. You should now see a dialog box that says, "Class compiled successfully." This means that the macro is complete.

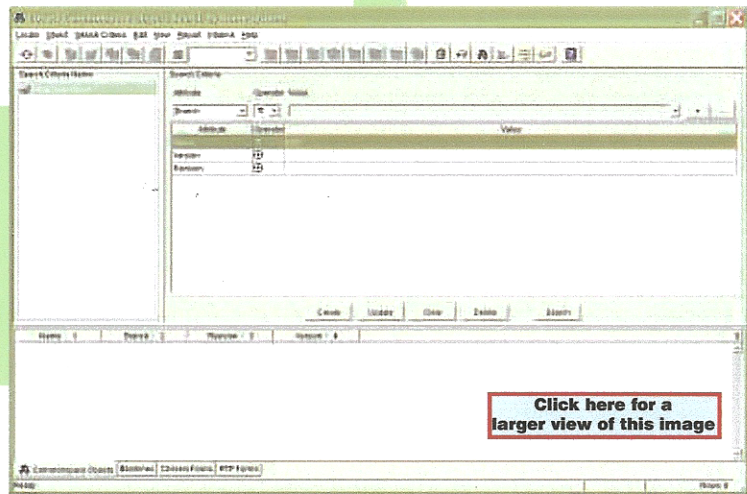


Figure 3.

Playback

Here's how to play back the macro you have just created. Select the **Playback** tab in the Scripting Options dialog. Select the **Playback** button on the bottom of the dialog box. I choose to apply the "Use Watch Window" option, which allows the macro to run and display areas where an error may occur. (See Figure 4.) When you select the **Playback** button, the system takes you to the Watch tab, where there are options available at the bottom of the screen. To execute the macro, select the **Run** button. (See Figure 5.) You also can choose the *(Continued on page 23)*

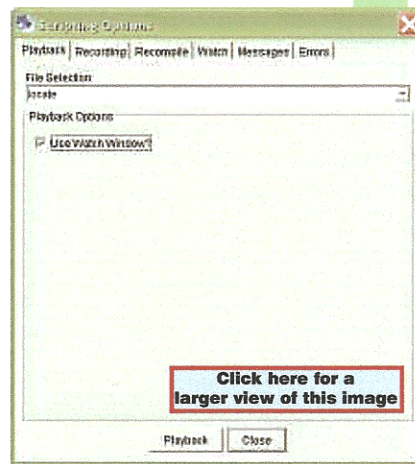


Figure 4.

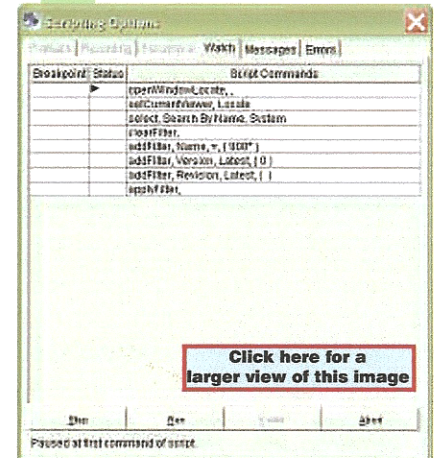


Figure 5.

synchroness
collaborative product development

increase your ability to:

- optimize resources
- gain innovation
- speed up projects
- access skills and knowledge
- have instant project status
- experience advanced processes
- enhance profit

learn more at
www.synchroness.com
toll free: 877.429.5085

© 2003 Pro/Intralink Inc.

UI Scripting in Pro/INTRALINK 3.2

(Continued from page 22)

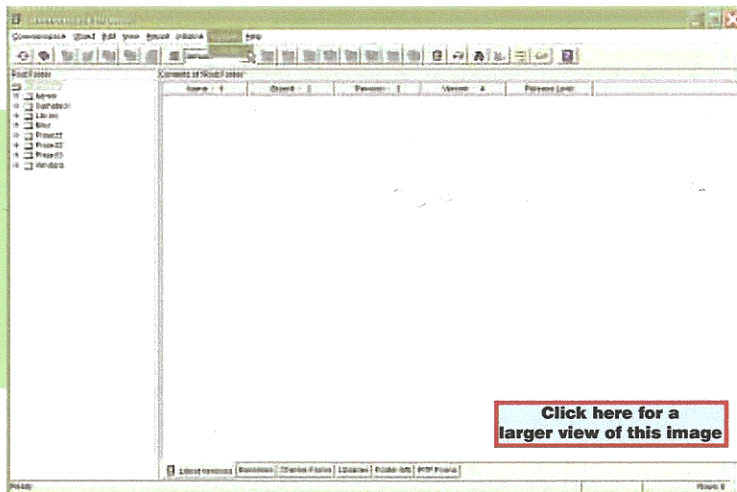


Figure 6.

Step button, which moves down the Watch window, one row at a time. Each row represents an individual selection within the INTRALINK UI. Once this step is complete, you should get the Locate macro to run successfully with no errors in the window.

Debugging

There are two tabs available that help debug a macro—Messages and Errors. With this example, you should not run into any errors. However, if you do get errors, these are the places to search for the reason.

Using the macro

Once you create the macro, you may wonder how to use it. There are no functions or choices within the Scripting Options dialog that direct you on how to use this within the INTRALINK client. The place to look is within your .proi folder. This is where all your workspace and user data is stored for your INTRALINK session on your system. Within the .proi folder, you need to look in the following location: .proi\data\user.data\lib. This folder contains any macro you have recorded. For this example, you will have a file called locate.class. In order to use this macro, copy the file to one of the following locations:

- .proi\data\user.data\custom\CS
- .proi\data\user.data\custom\WS

These are two sub-directories. You may add class files into either folder that contains recorded macros. Any class file that is stored within the Commonsapce or Workspace subdirectory will appear in the UI under the Custom pull-down menu. (See Figure 6.) A menu item will be added that is the name of the macro you recorded. Notice that when this option is selected, the locate function will run quickly.

Summary

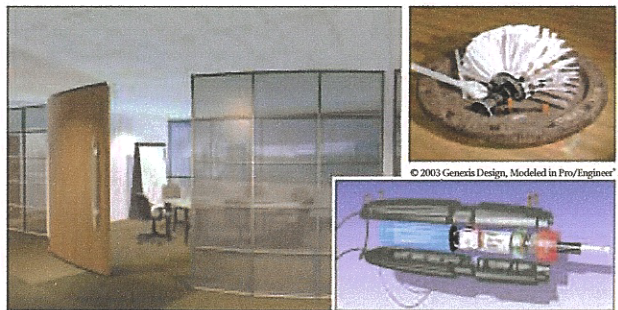
This column covered how to record a UI macro within the Pro/INTRALINK user interface. You can record virtually any command, including keystrokes, within the system. Recorded macros can be tested and debugged using the script tool tabs of Watch, Messages and Errors. Once a macro has been tested and checked for errors, you can add it to the Custom menu pull-down for use within your INTRALINK client. Try to utilize this handy functionality to ease the pain of repetitive tasks.

Eric Horn is vice president of research and development at FroTime Inc. in San Diego, CA. He can be reached at ehorn@frottime.com.

To share your comments about this article, please send email to editorial@proe.com.

Translate, Optimize & Animate Native Pro/E Assemblies in Your Favorite 3D Animation System

Pro/E® users world wide have turned to Okino's industry leading **NuGraf** and **PolyTrans** for professional 3D data translation, scene composition and top notch 3D rendering. Render in Okino's NuGraf or translate optimized native Pro/E assemblies to popular animation packages such as 3DS MAX®, Lightwave®, Maya®, Softimage® and many others. Robust & dependable results. \$395 and up.



Now with native Pro/E and ProDESKTOP file support, STEP and IGES solids. Natively supports all the file formats of Okino's PolyTrans®. IGES 5.3, SAT®, Pro/E® SLP, DXF®, Maya®, 3DS MAX®, Autodesk® Inventor®, OpenFlight®, Softimage®, Solid Edge®, SolidWorks®, STL & dozens more!

Download demos from: <http://www.okino.com/proe.htm>



Toll Free: 1-888-3D-OKINO, WEB: <http://www.okino.com>
T: (1-905) 672-9328, F: 672-2706, Email: sales@okino.com
NuGraf and PolyTrans are registered trademarks, and Okino is a trademark of Okino Computer Graphics, Inc. Toronto, Canada. All other products mentioned are trademarks of their respective holders.