

# Steps in linking GEORGE scripts to ShortCutKeys

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## PART 1: CREATING AND LINKING GEORGE SCRIPTS TO SHORTCUTKEYS

In TVPaint, the Control-K key opens the Window for Configuring Keyboard Shortcuts. In the Left half of the window there is a list of all the ShortCutKeys and their assigned Panel/buttons. The Right half of the window lists all of the Custom Panels and the Action Buttons within each Panel. Follow the procedures listed below to ultimately assign GEORGE scripts to ShortCutKeys...

### IN YOUR EDITOR CREATE A GEORGE SCRIPT

1. Open the editor and start a simple test script
2. Save the script to the GEORGE subfolder in the TVPaint Program Folder
3. In the process of writing the script you need to test and debug
4. To do this you should insert the script in an Action Button in a Custom Panel.

### IMBEDDING A GEORGE SCRIPT IN AN ACTION BUTTON

1. Open a Custom Panel
2. Create a new Action Button and give it a name
3. Click on the new Action Button and choose Edit
4. Add a line to the Action listing by clicking the Set Script option
5. This will open a directory window
6. Go to the TVPaint main folder then the GEORGE folder and select your script
7. The new line will read "Script:nameofyourGEORGEname.grg"
8. Click OK to save the updated Action Button
9. Keep your GEORGE script open in the editor
10. Continue editing and debugging by pressing the Action Button
11. Save the final working GEORGE script
12. Close the Custom Panel

### LINKING A SHORTCUTKEY TO AN ACTION IN THE SHORTCUTKEY WINDOW

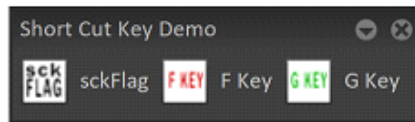
1. Press Control K to open the ShortCutKey Window
2. Choose a ShortCutKey in the left window
3. Open a Custom Panel in the list in the right window
4. Click on the name of a particular Action Button
5. Click on the Assign button
6. Click the OK button

## PART TWO: CREATING MULTIFUNCTION SHORTCUTKEYS THAT WORK TOGETHER

I demonstrate how ShortCutKeys can be setup to have two (or more) different functionalities through a stored FLAG that can be toggled with its own ShortCutKey.

Before beginning the demo you should save your current ShortCutKey assignments to a temporary file so it can later be restored.

The demo provides a Custom Panel with three Action Buttons as shown below.



To view the demo download and install the Short Cut Key Demo Custom Panel temporarily in your TVPaint software. The three action buttons can be assigned to three ShortCutKeys of your choosing as explained above steps under the heading:

#### LINKING A SHORTCUTKEY TO AN ACTION IN THE SHORTCUTKEY WINDOW

I assigned the Action Buttons this way:

1. sckFlag button to the F1 function key shortcut
2. The F Key button to the F key shortcut
3. The G Key button to the G key shortcut

The demo works like this:

1. Clicking the F1 function key shortcut simply toggles the FLAG value between 1 and 2, which is stored and updated in the CONFIG.SYS file. It also displays a timed popup message which tells that the value of the FLAG is set to, 1 or 2.
2. Clicking on the F key shortcut also displays a timed popup message which tells what the value is currently set to, 1 or 2.
3. Clicking on the G key shorgcut also displays a timed popup message which tells what the value is current set to, 1 or 2.

What the demo shows:

1. The script executed by the F1 function key reads the stored FLAG value from the CONFIG.SYS file, updates the FLAG value, then writes the toggled FLAG value back to the CONFIG.SYS file.
2. The scripts executed by the F key and G key read the stored value of the FLAG and reports the value of the FLAG

The elementary scripts are meant to show the mechanics of the FLAG control. More sophisticated scripts could be devised to program shortcut keys to perform two or more ways (simply by toggling between two or more values for the FLAG).

```
// sckSetFlag.grg                                // a script to increment a toggle flag for control over two or more ShortCutKeys
// Svengali © 2024                                // this script would be assigned to its own shortcutkey that a user clicks to change
// Sept 2024- ver .0                               // the scripted activities of paired sets of ShortCutKeys

// click to toggle the persistant state of the Flag stored in the Config.sys file...

// for this to work you must create uniquely a named data line in the Config.sys file
// the GEORGE docs for tv_ReadUserString and tv_WriteUserString explain it
Param none
ScriptName = "sckSetFlag"                        // NOTE: sck in the Script Name stands for Short Cut Key

sckSection = sckSection                          // sckSection in Config.sys
sckName = sckName                                // sckName in sckSection in Config.sys
sckFlag = 0                                       // sckFlag stored in sckName in sckSection of Config.sys
sckCount = 2                                     // sckCount is number of ShortCutKey Button/Scripts controlled by Fflag

tv_ReadUserString sckSection sckName sckFlag// retrieve the last stored state of the sckFlag from the Cnfig.sys file
```

```

parse result sckFlag
IF sckFlag == 0
    sckFlag = 1 // initialize sckFlag to 1
ELSE
    sckFlag = sckFlag + 1 // increment flagvalue
    IF sckFlag > sckCount // is flag count greater than the number of ShortCutKey Buttons?
        sckFlag = 1 // reset flag to 1
    END
    tv_WriteUserString sckSection sckName sckFlag
END

msg = "\n The sckFlag Value"
msg = msg "\nStored as " sckFlag "\n\n"
tv_LockDisplay msg // display timed msg for user
FOR i = 1 to 2500000
END

```

```

// FKey.grg
// Svengali © 2024
// (Aug) 2024 - ver. 2

Param none
ScriptName = "FKey"
sckSection = sckSection
sckName = sckName
sckFlag = sckFlag

tv_ReadUserString sckSection sckName sckFlag
Flag = result

IF Flag == 1
    msg = "\nF Key - Flag set to 1\n\n"
    tv_LockDisplay msg // display timed msg for user
    FOR i = 1 to 2500000
    END
END

IF Flag == 2
    msg = "\nF Key - Flag set to 2\n\n"
    tv_LockDisplay msg // display timed msg for user
    FOR i = 1 to 2500000
    END
END

```

```

// GKey.grg
// Svengali © 2024
// (Aug) 2024 - ver. 2

Param none
ScriptName = "FKey"
sckSection = sckSection
sckName = sckName
sckFlag = sckFlag

tv_ReadUserString sckSection sckName sckFlag
Flag = result

IF Flag == 1
    msg = "\nG Key - Flag set to 1\n\n"
    tv_LockDisplay msg // display timed msg for user

```

```
    FOR i = 1 to 2500000
    END
END

IF Flag == 2
    msg = "\nG Key - Flag set to 2\n\n"
    tv_LockDisplay msg                // display timed msg for user
    FOR i = 1 to 2500000
    END
END
```