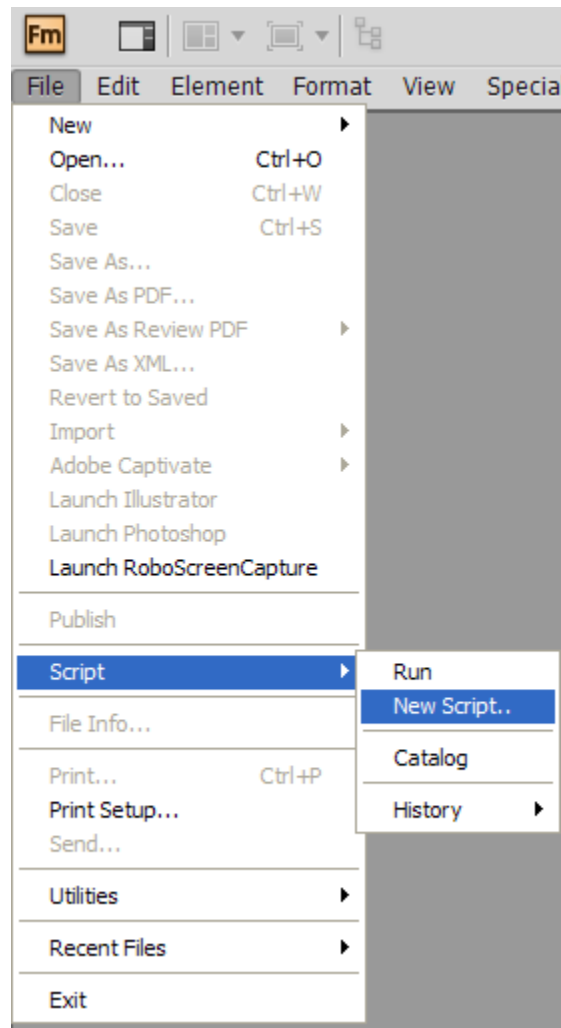


Basic instructions for using the sample ExtendScript scripts

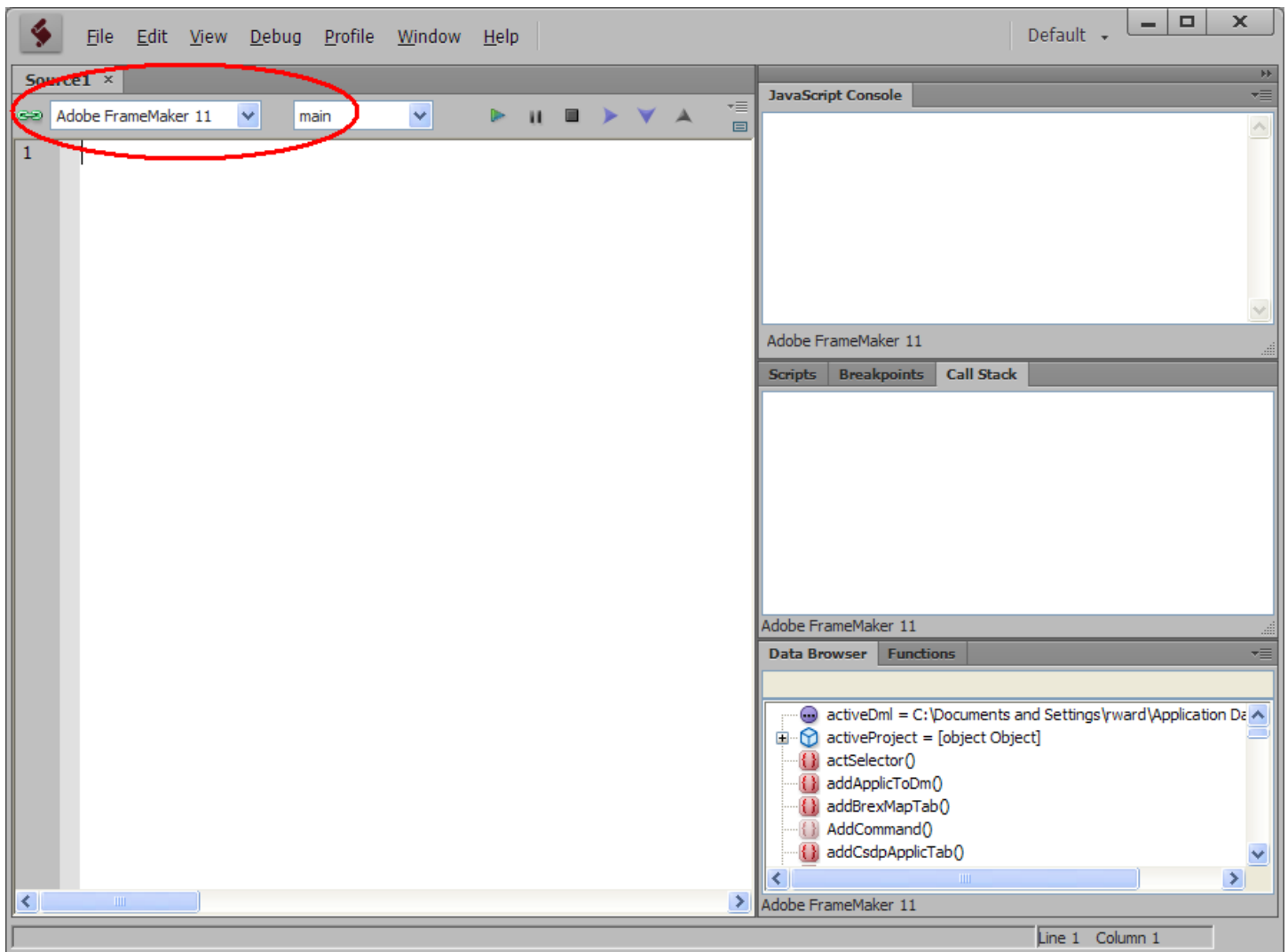
This document provides basic instructions on how to run a script. It does not contain extended details on:

- How the scripts work... see the comments within the scripts themselves for more information.
- Advanced concepts about script management, such as automatic script execution on startup and debugging techniques. See the ExtendScript documentation for more information.

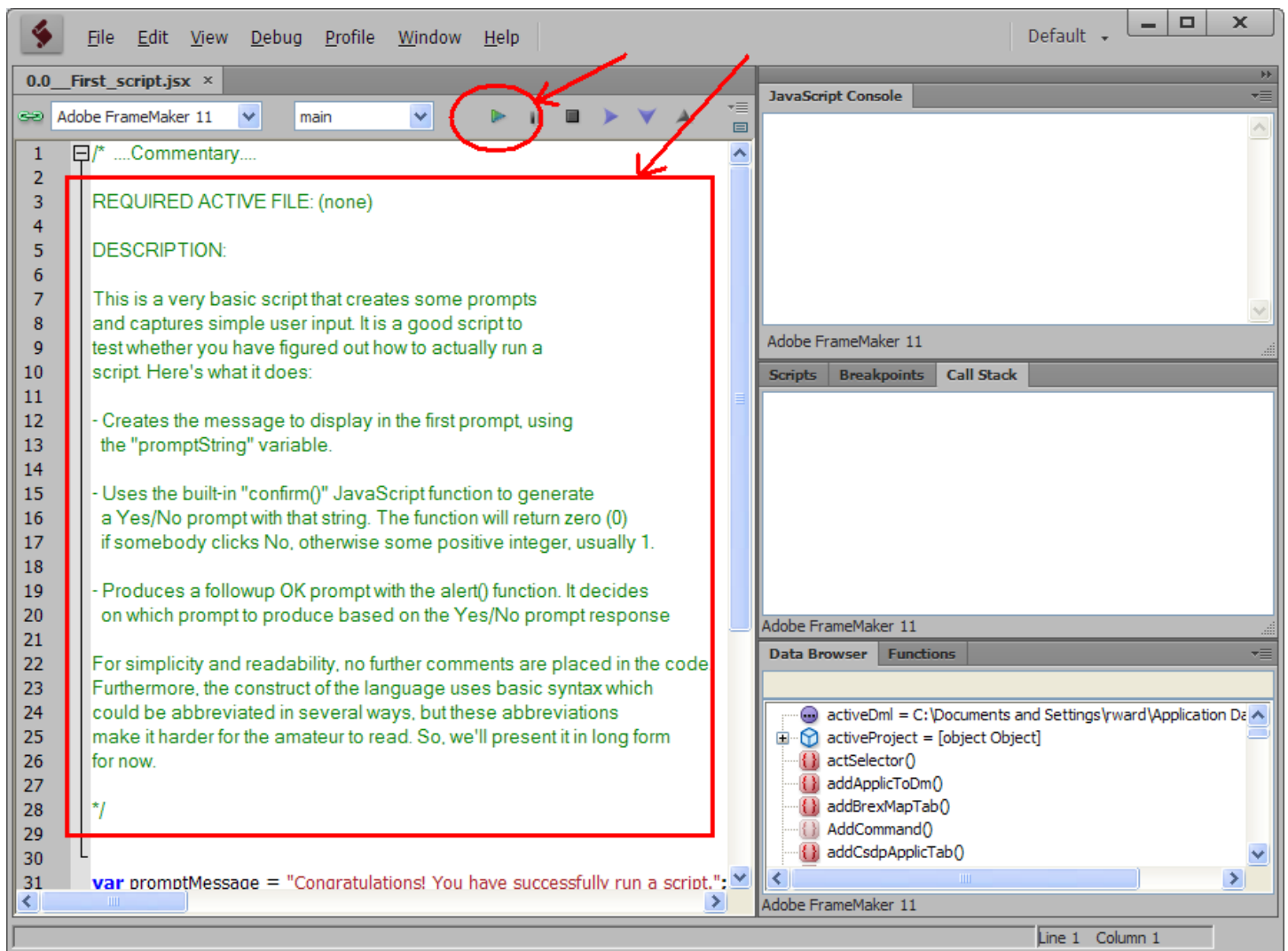
Because the instructions for individual scripts are found within comments at the beginning of each respective script, it is highly recommended that you use the ES Toolkit window to run the samples. You can launch this interface by selecting **File > Script > New Script**:



The editor will appear and should automatically show a link to FrameMaker in the new script:



Then, you can open a sample script in the editor and click the Run button to launch it. **BE SURE** to read the instructions contained in comments at the beginning of each script! Some scripts require a specific sample file to be open and will likely produce unpredictable results if the wrong file is open.



Because the specific instructions are embedded in the comments and all scripts also have comprehensive operational comments throughout, the use of this window to run scripts is highly recommended. One tip... before launching a script, try to slide this window mostly out of the way of the FrameMaker window so you can see the action better.

There are other ways to run scripts that work just as well but do not allow you to see the contents beforehand, such as **File > Script > Run** and the tools within the script catalog pod. Avoid these methods unless you are running a script for which you know the necessary setup and expected outcome.

Note that:

- It is recommended to run the samples in the order provided. Internal commenting is not always repeated for functionality duplicated within a "previous" script.
- The ES Toolkit window is a common platform for a variety of Adobe products. It may be advisable to keep all other Adobe applications closed while learning about ExtendScript within FrameMaker, to prevent any possibility of an inadvertent linkage to the wrong Adobe application.

Release notes

1.0 – March 5, 2014

Initial release.

2.0 – August 5, 2014

Added advanced scripts:

- 100.03__ADVANCED_-_Verify_hypertext_marker_links.jsx
- 100.04__ADVANCED_-_Create_favorites_list.jsx
- 100.05__ADVANCED_-_Configure_attribute_displays.jsx