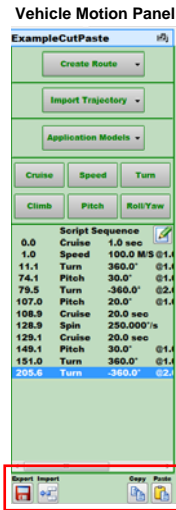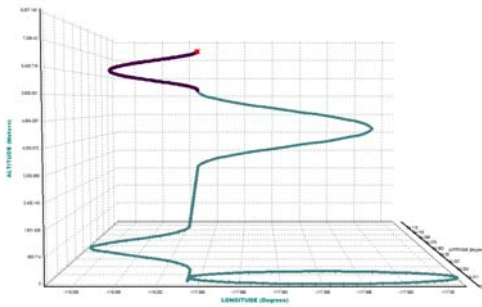# SCRIPT EDITOR CONTROLS

The Vehicle Motion Panel includes controls and keystroke-macros for use in the construction of the Vehicle Motion (time)-Profile or *Script*.

< CTRL C > copy
< CTRL X > cut
< CTRL V > paste

Vehicle Motion Panel

Motion Script 3D view

<SHFT> ↓ to select

Copy PASTE BUFFER into Scenario file

C:\Tapestry\Runs\ExampleCutPaste

AlmanacHistory.txt	6/8/2010 5:17 PM	TXT File
CutManeuverList.Txt	8/9/2010 12:10 PM	TXT File
Description.txt	8/4/2010 2:25 PM	TXT File
L2CMessageProfile.txt	6/8/2010 11:51 AM	TXT File
L5MessageProfile.txt	6/8/2010 11:51 AM	TXT File
ManeuverList1.txt	8/8/2010 11:19 PM	TXT File
ManeuverList2.txt	8/8/2010 11:19 PM	TXT File
ManeuversDump.txt	8/5/2010 12:21 AM	TXT File
PasteManeuverList.txt	10/30/2008 4:33 PM	TXT File

PASTE [PasteManeuverList.txt] into the Script
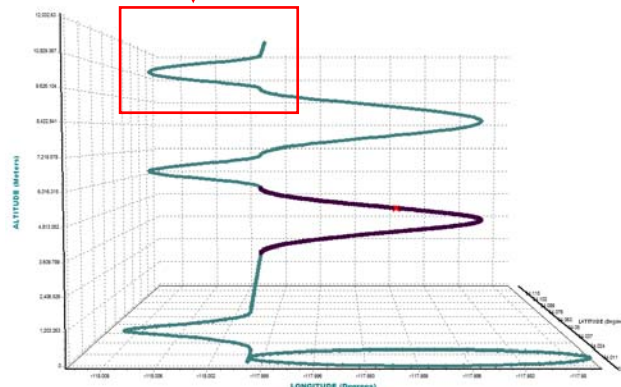
Use EXPORT to select a group of Maneuver Segments and output them into a File than can be IMPORTED into other Scenario's. By construction, when Build Scenario updates the Tapestry dBase, the complete motion script for both Vehicle I and II is saved into text files.

Tapestry saves the EXPORTED Maneuver segments with the Scenario Folder with the name **CutManeuversList.txt**. If you want to use this file later, rename it as desired and copy it elsewhere so it won't be overwritten. For your convenience, we have created a folder

c:\Tapestry\Maneuvers

for this purpose. When you use the IMPORT command, Tapestry will look in this folder first for a segment file.

C:\Tapestry\Runs\ExampleCutPaste

NOTE

ManeuverList1.txt = Vehicle I Script
ManeuverList2.txt = Vehicle II Script

The Entire Script is saved automatically when Build Scenario shuts down

<SHFT> ↓ to select

Tapestry looks here first for Segment Import Files

4G Coordinated Turn is inserted into the Scenario.