

Delete At Cursor P.R.O. script manual

This manual was written to explain most of the stuff concerning the Delete At Cursor PRO!!!4! [Really, the pro is only there to differentiate this version from the one without the GUI. (Actually it has some “neat” plus features too.)] script made by me (Mat1999) for VEGAS Pro. The script was tested with VEGAS Pro 15, in theory it should work with version 14 and above. Also I am not a Vegas expert, so maybe there is already a feature/script which does what my code does (and better). Furthermore, even if there isn't any at the moment (February of 2020) , it's possible, that there will be in the future/the whole thing becomes obsolete.

Explaining why I made the script

I saw a Reddit post asking how to delete every event under the cursor...Thats all.
Good night boiz and girlz!

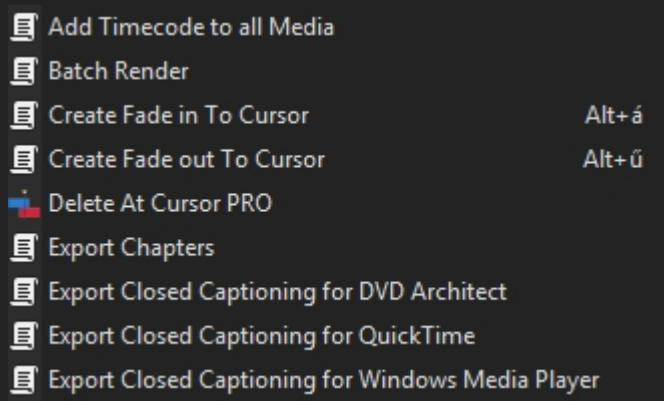
Requirements

A copy of VEGAS Pro.

Installation

1. Go to the Github page where this pdf is from (<https://github.com/Mat1999/vegas-delete-at-cursor>) and go to the release tag.
2. Download the .dll file from there. (This is the end of the Github 101 section.)
3. Go to the location where your VEGAS Pro is located and enter the Script Menu folder. Paste there the downloaded dll file. That's it, you're done.

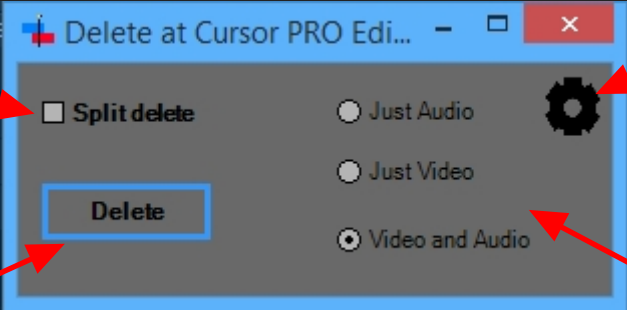
Additional note: You can download a little icon from the github page. Paste it in the script folder too, if you chaged the name of the script, rename the image so they match and in the VEGAS Pro's menu the script will have that little icon.



What does it do? (and how to use it)

This script lets you delete every event under the at the position of the cursor. Events starting at the cursor will be deleted too. You have multiple settings to choose from.

Turns "split delete" on/off.

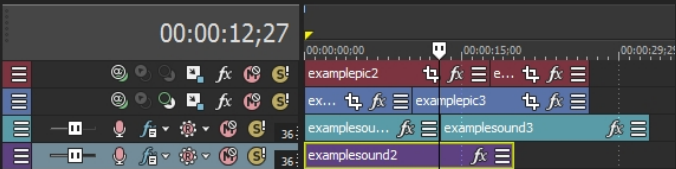


Opens the settings menu.

This is where you select which events will be deleted.

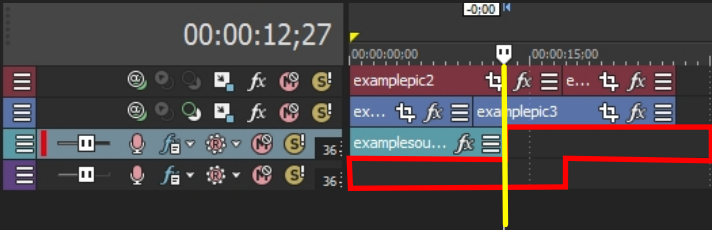
Executes order 66.

In the following section I will demonstrate their effects. This setup will be our starting point:



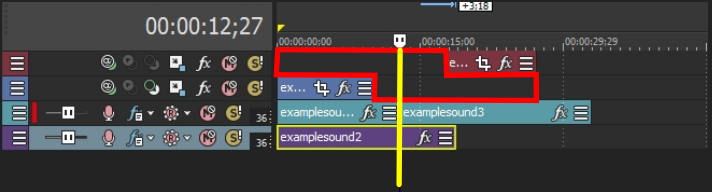
Just Audio

When applied deletes every audio event under the cursor.



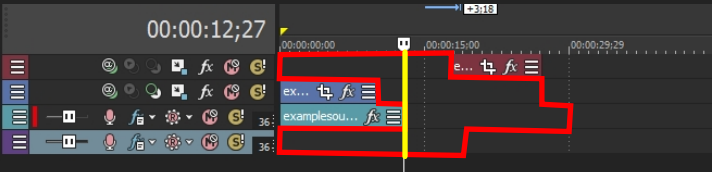
Just Video

When applied deletes every video event under the cursor.



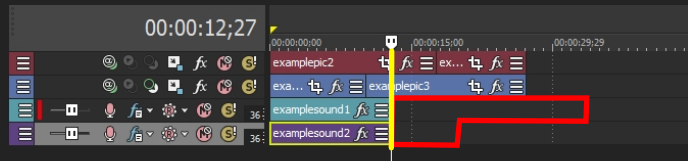
Video and Audio

When applied deletes every event under the cursor. You wouldn't have figured these out by yourself.

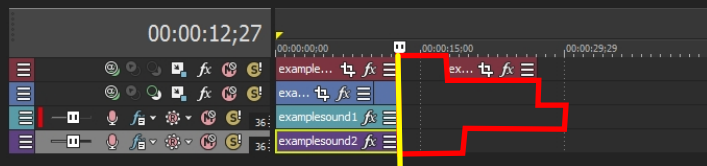


Split delete

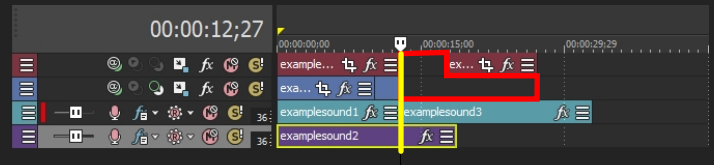
When “Split delete” is turned on instead of just plain up deleting the events under the cursor the script will split the events where the cursor stands, then deletes the part after the cursor.



Just Video with Split delete turned on



Just Audio with Split delete turned on



Video and Audio with Split delete turned on

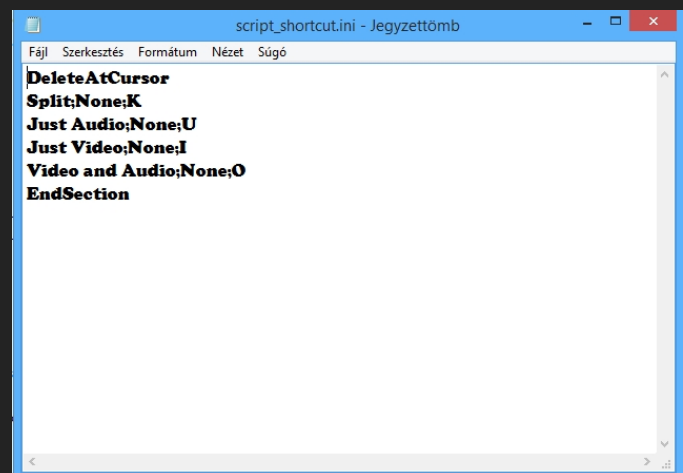
Shortcuts

If you would have to click all these buttons when you want to delete everything under the cursor, this script would be more useless than it already is. So I implemented shortcuts! (Actually it's not that big of a deal.)

When you first run the script it will create an .ini file with these predefined shortcuts:

- Split: K
- Just Audio: U
- Just Video: I
- Video and Audio: O

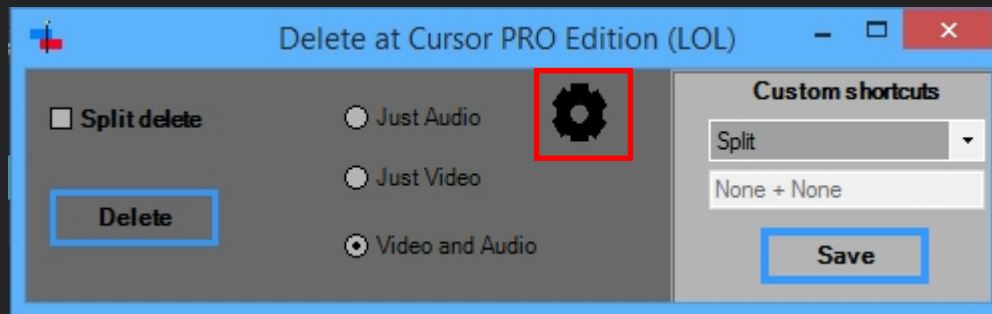
The file will be located in your VEGAS Pro base folder.



AND!!!!!!4!!!44!!!!!!4

Customizing shortcuts

That's right, you can customize your keyboard shortcuts. Click on the settings button and the window will widen.



Now if you press any button it will appear in the preview box. The preview box shows what button combination will be stored when you hit the save button. You can have a “base” key (like A,B,2,etc.) and a modifier key (like control). You **can't** store a shortcut, where a modifier key is your base key too (like control in itself).



The preview box



Choose from the dropdown menu which action's shortcut you would like to modify, then press the save button. To get back to event deleting press the settings button again and this panel will disappear.

When you select one of the 3 options (Just Audio, Just Video, Video and Audio) by using a shortcut the action will be immediately executed!

FAQ [like anyone ever asked these lol(I just copied most of it from my other manual)]

Can I rename the script? I already have one called like this/your name is stupid.

Yes, you can. Just rename the dll file (Do NOT delete the extension!). When you open Vegas and scan the folder again the script will appear with the new name. You can call it Worthless Lines.

Can I use the script with an older version of Vegas?

The Scripting API's namespace was changed when version 14 released. Not that big of a problem, but the original script won't work with versions older than 14. If that bothers you and there is not already a script for previous versions, then please open an issue on the Github page. (In case you'd like to do it yourself, change the *using ScriptPortal.Vegas;* line in the source code to *using Sony.Vegas;*) **VEGAS Movie Studio DOES NOT SUPPORT SCRIPTS!** Scripting is supported in all version of VEGAS Pro above... i don't know. Maybe 8? (I have no idea, the only thing I'm sure about is that version 12 and above has scripting.)

How do I write my own scripts?

You need some programming experience in one of the supported languages. If you want to create your own scripts matching your own needs, download and read the Scripting API and FAQ from the official website (<https://www.vegascratesoftware.com/us/downloads/#c24726>), study the provided scripts. If you don't understand something, search it up on the official forums (<https://www.vegascratesoftware.info/us/vegas-pro-forum/>), on reddit (<https://www.reddit.com/r/VegasPro/>), or on the Creative COW forums (<https://forums.creativecow.net/>). Don't be afraid to ask! The most likely places where you can get answers regarding scripting are the official forums and the Creative COW forums. I'd like to mention here Tea Lover's scripting tutorial series on YouTube (<https://www.youtube.com/watch?v=4jFrB5Nwhi0&list=PL7Ecyl4VBTIjnuGOOrsfZnSf6ZCDi2H-Rf>), it was a great starting point for me.

What programming language did you use?

C#, but VEGAS Pro supports Javascript, Visual Basic, (I heard every .NET language) and some nice people on the official forum, like (username)Harold-Linker (https://www.hlinker.de/dokuwiki/doku.php?id=en:vegas_python) work on a Python implementation.

Can I use your code for my project?

Yes. Just please don't kill me if it crashes, I wrote it in my free time, I don't take any responsibility for accidentally hacking into NASA with it.

Does it work with Auto Ripple?

At the moment no.

Why is there an EndSection line in the ini file?

I plan on making more scripts with shortcuts and I thought I will save all of them in a single file.

I encountered a bug, what do I do?

Please create an issue on the Github page. I can't say it will be fixed for sure, but I'll try my best (or my 60%).

Why did you write a ~~4~~ 5 pages long manual for such a simple script?

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