Revu Tutorial: Scripting

Bluebeam PDF Revu eXtreme's script engine can be used to automate various time-consuming tasks. With the click of a button, a user can automate up to 29 commands such as adding a stamp, flattening a document, applying security and emailing a PDF. The engine works in two modes: *Active Document Processing* and *Batch Processing*.

Creating a Script for Active Document Processing

To create a custom Script, go to *Document/Script.* When the Script Manager window opens, click the **Add** button. This will prompt the Script Editor window to open.

Now specify the following:

Name - Refers to the name of the script. (Names do not need to be unique).

Icon - Refers to the icon that can be used to identify a script in a toolbar. You can specify your own icons (from various image formats) or use 1 of the 7 pre-installed icons in Revu.
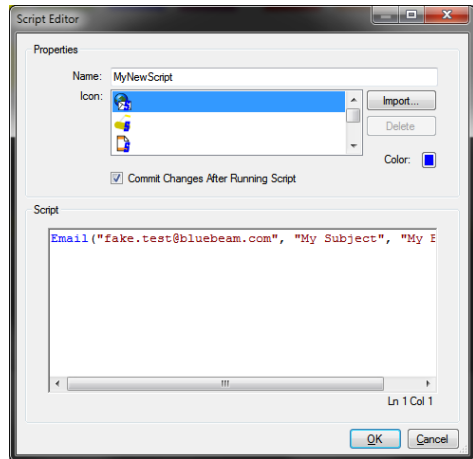
Commit Changes after Running Script -
When this is not checked, the active document will not apply the changes upon invoking the script.

Color - Refers to the color used by the built-in icons. The default color is blue and as a result the icon has a blue "S" on the lower-right hand corner. This color can be customized.

Script

This is the block of text that instructs Revu eXtreme to process the document a certain way. A script consists of one or more function calls with a variety of parameters per function. There is a function call per line of the script, and the execution order starts at line 1 and ends at the last line. This means that a sequence of repeated steps can now be automated into a single script and then invoked by clicking *Run* from the Script Manager or clicking on its icon in a toolbar. To learn more about script commands integrated into Revu eXtreme, refer to the **Bluebeam PDF Revu eXtreme Script Reference**.

Creating a Toolbar of Scripting Functions

Once a Script has been created, it can be added to any toolbar in Revu. From the Script Manager, click on the **Add to Toolbar** button. (Refer to Customizing Toolbars tutorial to complete this step).

Using Batch Processing for Scripting

Batch Processing enables users to apply scripts to many files in an automated fashion. To begin, go to *File/Batch Processing/Script*. This will prompt the Script Manager window to open, which will look slightly different from the Script Manager for Active Document Processing. To create a new script, click **Add…** under the Scripts preview window and follow the aforementioned instructions.

Select your files by clicking one of the following under the Files preview window:

Add Open Files to select the PDF files currently open in Revu.

Add Folder to select all the PDF files in a folder (not recursive).

Add to specifically select individual PDF files to process.

Once all files have been specified and a script has been selected, click the **Run** button to invoke the selected script to run against the specified files.

Note: If **Commit Changes after Running Script** is not enabled, then the files specified in the file list will not be changed. Make sure to enable it **only** if you want changes to be saved to the file.