ExtendScript Toolkit CS5 ReadMe

1.   Overview

This document contains a list of new features, changes, and known issues in this ExtendScript Toolkit CS5 (ESTK) release. It also describes a few hidden gems, like additional Preferences settings.

2.   New Features in CS5

The ExtendScript Toolkit comes with a number of improvements related to its usability:

- Change the font size within the Console pane.
  There are new menu items in the flyout menu of the Console pane to increase and decrease the font size.

- Convert tab stops to space characters.
  The Preferences dialog provides the option *Convert Tab Stops to Space Characters* in the *Documents* section.

- New icons for read-only properties within the DataBrowser pane.

- Open new documents in floating windows.
  The Preferences dialog provides the option *Create new documents in a floating window* in the *Documents* section.

- New Error dialog.

- Progress bar within the Object Model Viewer window.

- Object Model Viewer can be displayed in a dockable window.
  The Preferences dialog provides the option *Display Object Model Viewer in a floating window*.

- Option to not bring a target application to the front when starting a debug session.
  The Preferences dialog provides the option *Bring target application to front* in the *Debugging* section.

- Fast access to clear the Console pane.
  There is a new menu item, *Edit > Clear Console*.

- Revised output of debugging sessions.

- A click on the line number area of a document invokes the "Go to Line" dialog.

- Automatic document backup. See details below.

2.1.   Document backup preference

The ESTK provides the ability to automatically back up documents whenever you modify them in any way. The Documents section of the Preferences dialog now provides the option *Backup documents automatically*. By default, the option is off.

When you select this option, you must also set a value for *After __ seconds*. This is the number of seconds to wait after making a change before creating the backup. The delay period begins when you modify a document; if you open a document and do not modify it, no backup is created. If you make another modification after the backup is created, the backup file is updated.

When you start a debug session, all open documents are backed up, regardless of their modification state.

2.1.1. Backup files

Backup files are created in the `backup/` folder, which is a subfolder of `Preferences/`:

- In Windows: *User Folder*`\Application Data\Adobe\ExtendScript Toolkit\3.5\backup`
- In Mac OS: *User Folder*`/Library/Preferences/ExtendScript Toolkit/3.5/backup`

The backup file names concatenate the marker `BK`, a unique identifier and the actual document name, separated by #. For example: `BK#12345#chromeless FlashPlayer.jsx`

If backup files are available, they are listed in the **Files > Recent Files** menu with their complete name.

When you save a modified document, the backup file for that document is removed. When you quit the ESTK normally, all backup files are removed.

If the ESTK exits abnormally, the backup files cannot be removed automatically, and remain in the `backup/` folder. When the ESTK is started again, they are listed in the **Files > Recent Files** menu, and you can open them to recover the content and save it properly.

2.2. Hidden preferences

The ESTK contains a few hidden settings. These settings can be edited manually by editing the Preferences template file `defs.xml`. The file is located here:

- In Windows: `{Program Files}\Adobe\Adobe Utilities - CS5\ExtendScript Toolkit CS5\Required\defs.xml`
- In Mac OS: In `/Applications/Utilities/Adobe Utilities - CS5/ExtendScript Toolkit CS5.app`, control-click the application icon and select "Show Package Contents" to open the package. The file is located here:

  `Contents/SharedSupport/Required/defs.xml`

After editing the file, start the ESTK while holding the Shift key down. This reverts to the default preferences by loading this file. Note that this also removes any keyboard shortcuts, favorites, and so on, that you have set.

Note: As in previous releases, you can press and hold the Shift key during startup to avoid loading preferences, and during shutdown to avoid saving preferences.

2.2.1. Enable a confirmation dialog before debugging

To enable a confirmation dialog asking to "Save this file?" before debugging, set this tag in the `defs.xml` file to **true**:

```
<debug><saveBeforeDebug>false</saveBeforeDebug></debug>
```

2.2.2. Results in status bar

By default, the ESTK displays the result of the execution of a script in both the status bar and the Consoler. To display the result only in the status bar, set this tag in the `defs.xml` file to **false**:

```
<printResult>false</printResult>
```

3. Known Issues: ESTK

This section explains a few limitations in this version of the ESTK which may be addressed in a future release.

3.1. Editing read-only scripts

Modifying a read-only file using an external editor while it is also open in the ESTK editor is not supported. To recover, close and reopen the file in the ESTK editor.

3.2. Edit menu items disabled

When a target other than "ExtendScript Toolkit CS5" is selected in the target drop-down list but the target selected is not running and the active script document is not running, certain menu items are in an incorrect state. The **Undo, Redo, Cut,** and **Paste** menu items under the **Edit** menu are disabled. This makes those menu selections (and their respective short-cut keys) ineffective. In addition, the **Stop** menu item under the **Debug** menu is enabled even though no script is running.

Text can still be entered into the script or deleted from it by typing or by using the right-mouse context menu.

To correct the problem described above, select "ExtendScript Toolkit CS5" in the target drop-down list until ready to launch the desired target or run the script.

3.3. Cross-Suite Script Debugging Not Supported

Although it is possible to target a non-CS5 application and run it from the ESTK CS5, such a cross-suite scripting workflow is not supported. The script may or may not execute as expected within the target application.

3.4. UTF-8 signature saved in files

By default, the ESTK writes a UTF-8 signature at the beginning of all saved documents. This can cause issues for editors other than the ESTK (such as Word Pad) if that signature cannot be properly interpreted when the file is read into one of those editors. To change this default behavior, change the setting in the UTF-8 Signature section of the Documents page of the Preferences dialog to the "Never write signature" option.

3.5. **Favorites**

Aliases are displayed as files in the Scripts pane if the JSX file filter is not used. Aliases to files must also have the same extension in order to display in the Scripts pane.

3.6. **Window placement**

The ESTK attempts to adjust itself to the current layout of the desktop, including multiple screens. It cannot detect that a screen has been added or removed without the user having notified the operating system first by using the Desktop Properties (Windows) or System Preferences (Mac OS). Also, it attempts to adjust its window size to a new desktop size when it detects that the desktop has changed between program runs. There are circumstances, however, where manual adjustment of the ESTK's windows is necessary.

3.7. **Windows font support**

The Preferences panels cannot display East Asian characters if East Asian language support is not installed in Windows. Also, it cannot display files containing East Asian characters correctly if that package is not installed.

3.8. **Comments in preprocessor directives**

The ESTK does not allow comments after a preprocessor directive such as `#target`. The comment causes an "... undefined!" error message.

3.9. **Unrepaired link to target application**

When the ESTK is launched and a target application is selected from the drop-down list, if the application is not already running, the ESTK asks whether the target application should be launched. After answering yes, even if the target application is successfully launched, the link next to the target application name in the ESTK remains broken. Click the green "Run" button to fix the link.

3.10. **Viewing scripting document in non-English OS**

If you run the ESTK on one of the supported non-English OSs (French, German, Italian, Japanese, and Spanish) and the ESTK Language preference is set to Default, the "Adobe Intro to Scripting" document on the Help menu is shown in English. To view the document in the appropriate language, set the Language from the **Edit > Preferences** menu to the OS language.

3.11. **Application missing from target list**

In rare circumstances due to some unlikely product installation scenarios, the name of an installed target application may not show up in the ESTK dropdown list. If the name of the desired target application is not shown in the list, the script to be executed must contain a `#target` directive that specifies the target application.

3.12. **Extended input**

The ESTK does not fully support Extended Input to enter non-Roman characters (such as Japanese). Reconversion is not supported.

3.13. **Compiled scripts**

If a script is compiled to a `.jsxbin` file, the `#target` directive is ignored. Double-clicking a `.jsxbin` file does not execute the script in the application that the `#target` directive defines.

4. Known Issues: ScriptUI Programming

This section explains known problems encountered in ScriptUI programming, which may be addressed in a future release.

4.1. **"Nested" modal dialogs**

The following sequence of operations using dialog (modal) windows is illegal, and will result in an application crash (assuming the script created two separate dialog windows - `win1` and `win2`):

```
var result1 = win1.show();
   win1.hide();
       /* Create and show a nested dialog */
       var result2 = win2.show();
       win2.close();
   win1.show();
   win1.close();
```

As noted in the JavaScript Tools Guide document, calling `hide()` for a dialog window does not only change the window's visibility; it is equivalent to calling `close(0)`, which removes the window from its modal state. If the script calls `show()` a second time for this window to make it visible again, the application is likely to crash when the window is finally closed. If your script requires the use of "nested" modal dialogs, use a sequence like this instead:

```
var result1 = win1.show();
    /* Create and show a nested dialog */
    var result2 = win2.show();
    win2.close();
win1.close();
```

4.2. **Application-specific appearance and behavior**

When using the ESTK to develop scripts targeted at Adobe Photoshop® CS5 or Adobe After Effects® CS5, you will notice differences in the appearance of ScriptUI content created by running a script directly in the ESTK, and content created by running the script in the application.

The ESTK uses a different version of ScriptUI than Photoshop and After Effects.

- In the ESTK, user interface elements are created and managed by the operating system; a ScriptUI Button element looks like (and is) a Mac OS X button, or Windows OS button, depending on the platform.

- In the ScriptUI version used by Photoshop and After Effects, user-interface elements are created and managed by the Adobe Flash® Player; a ScriptUI Button created by a script run in Photoshop or After Effects has the same appearance on both platforms, not a platform-specific appearance.

You may also notice slight differences between the two ScriptUI versions in the layout of UI elements, and in the behaviors of certain UI elements. These differences are documented in the Scripting documentation distributed with the Photoshop and After Effects applications.

4.3.   ScriptUI modal dialogs

When programming ScriptUI dialogs, the ESTK ignores breakpoints in callback functions if the dialog is modal and the target engine is the ESTK itself. The modal ScriptUI dialog causes the ESTK to go into a modal state, where most of the user interface is disabled. Therefore, it cannot easily switch back into normal debug mode when a breakpoint is hit.

4.4.   The ScriptUI FlashPlayer element

- Call `loadMovie()` method only once

When programming the ScriptUI `FlashPlayer` element, use care when calling the `loadMovie()` method: you can call it only once in a `FlashPlayer` instance. Using `'add ("flashplayer", undefined, "SWF to load")'` to create a `FlashPlayer` results in an implicit call to `loadMovie()`. If you need to restart a movie that has already been loaded, you must destroy and recreate the `FlashPlayer` the movie is to run in.

- The `playMovie()` and `stopMovie()` methods are deprecated

When programming the ScriptUI `FlashPlayer` element, do not use its `playMovie()` or `stopMovie()` methods. These methods are no longer functional; calling them is allowed, but they have no effect. Remove calls to them from any scripts for safety in future ScriptUI versions. The `loadMovie()` method loads and starts playing the Flash movie.

- Handling Tab characters in the `FlashPlayer`

The `FlashPlayer` element has a new creation property `letPlayerHandleTabs` which controls how Tab and Backtab (Shift+Tab) characters are handled when the `FlashPlayer` has the keyboard focus.

  - If `letPlayerHandleTabs` is defined with a `true` value, Tabs are sent to the `FlashPlayer` element, so ActionScript code running in the player can handle them (or not).

  - If `letPlayerHandleTabs` is undefined or `false`, Tab and Backtab are treated as keyboard navigation cues to move the keyboard focus to the next or previous element in the tab sequence. This is the normal ScriptUI behavior.

These examples create a `FlashPlayer` element that handles Tab and Backtab characters:

```
var fp = w.add ("flashplayer",undefined, <SWF to load>,
{letPlayerHandleTabs:true});
```

Or using the resource format:

```
var resourceDef = """palette {
    fp: FlashPlayer {
        properties:{ letPlayerHandleTabs:true }
    }
}""";
```

```
var w = new Window (resourceDef);
w.fp.loadMovie (<pathname, URL, or File object for SWF file>);
```

4.5. Interaction of window-closing shortcut with ESTK

The ExtendScript Toolkit uses the shortcut key CTRL+W (Windows) / CMD+W (Mac OS) to close the topmost document window or the OMV. When executing a script that implements a window in ScriptUI which defines closeOnKey:'OSCmnd+W', pressing that key combination would never affect the ScriptUI window, although it would close the topmost document or OMV.

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