

ScriptKey Help

Table of contents

Introduction	3
Features	4
Credits	5
Licenses	5
Creative Commons Attribution 3.0 License	5
The Code Project Open License (CPOL) 1.02	10
BSD License	14
Operation	14
Working with Files	14
Before Coding	15
Compiling Your Code	16
Running Your Code	17
Code References	18

Introduction



Welcome to ScriptKey. An event triggered application that runs custom .NET code. It does this by taking your code and attaching it to all kinds of different event-based triggers. This program is has provided me with many learning experiences. I thank you for downloading ScriptKey and hope you enjoy using this program.

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Features

Sand-boxing

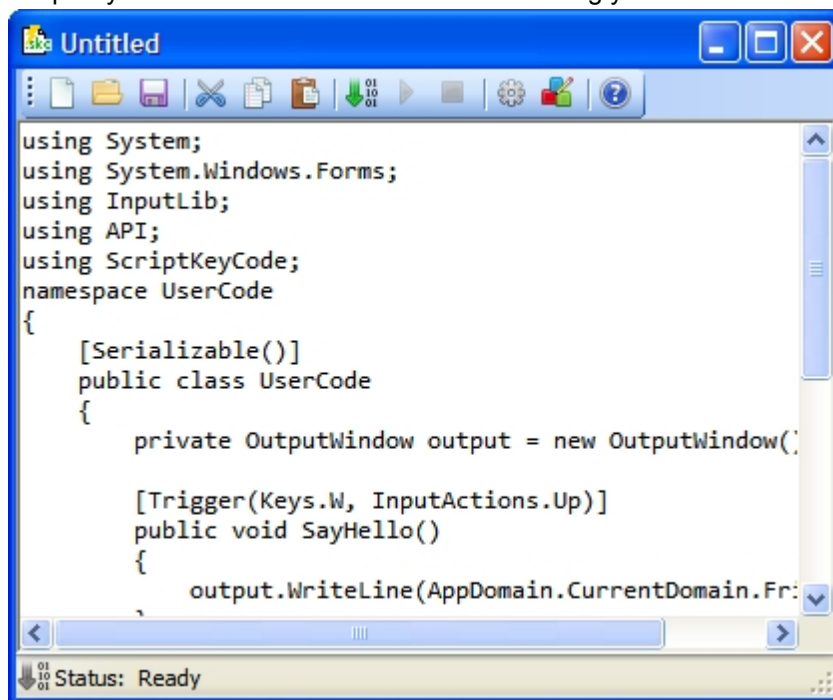
In ScriptKey all the code you write is sand-boxed in its own AppDomain. Furthermore, if any method you write throws a runtime error, the code is stopped and the error is displayed. What does this do for you is keep you any code with errors from crashing the application and helps with the debugging process.

Fast Method Invokes

In order to keep your methods running at peak performance I borrowed some code from an article at CodeProject.com. What it does is automatically take your methods and wrap them in a speedy dynamic method delegate. The source code for the article along with detailed about it can be found at <http://www.codeproject.com/KB/cs/dynamicmethoddelegates.aspx>

Integrated Editor

ScriptKey includes its own built-in editor for building your source code files.



Credits

Toolbar Icons

[Fugue Icons](#)

by Yusuke Kamiyamane, Creative Commons Attribution 3.0 license

Libraries

[Global Mouse and Keyboard Hook Library](#)

by Brian Geiman, Code Project Open License

[Soopah DirectX Gamepad Library](#)

by SoopahMan, BSD License

Code

[Fast Dynamic Method Delegates](#)

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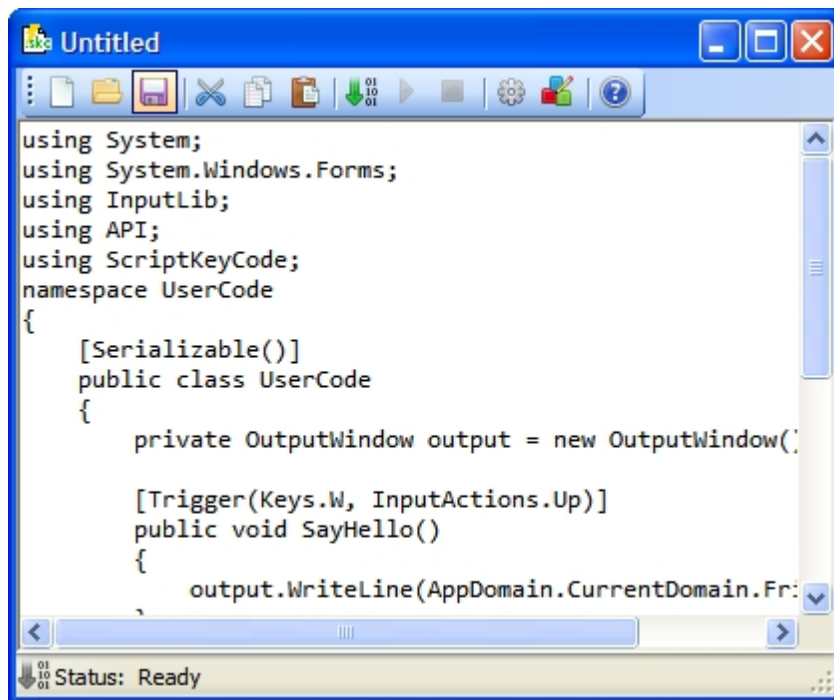
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Working with Files

In ScriptKey its really easy to save and load code you might want to keep around.

In order to save a file just click the button shown highlighted here. Then when the dialog appears choose a filename and click save.

Opening files are done the same way. Just click the open button and select your file.



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Before Coding

Before you start coding there are some things you need to know. In order to find your methods the namespace and the class called UserCode must not be changed

```

namespace UserCode
{
    [Serializable()]
    public class UserCode
    {

```

When using triggers like the one seen here

```

[Trigger(Keys.W, InputActions.Up)]
public void SayHello()
{
    output.WriteLine(AppDomain.CurrentDomain.FriendlyName);
}

```

You must make sure your trigger methods are declared public

```

[Trigger(Keys.W, InputActions.Up)]
public void SayHello()
{
    output.WriteLine(AppDomain.CurrentDomain.FriendlyName);
}

```

Because trigger methods are the end of the line they should all return void

```
[Trigger(Keys.W, InputActions.Up)]
public void SayHello()
{
    output.WriteLine(AppDomain.CurrentDomain.FriendlyName);
}
```

and since there is nothing to pass to them when the trigger fires they should have zero parameters

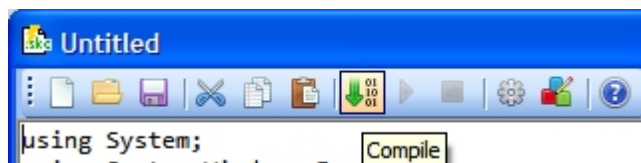
```
[Trigger(Keys.W, InputActions.Up)]
public void SayHello()
{
    output.WriteLine(AppDomain.CurrentDomain.FriendlyName);
}
```

No Parameters

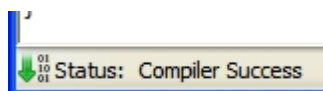
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Compiling Your Code

In order to run your code you must first compile it by clicking the compile button.



Then you should see that it compiled successfully



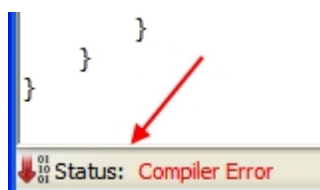
If by some chance your code didn't compile like this here.

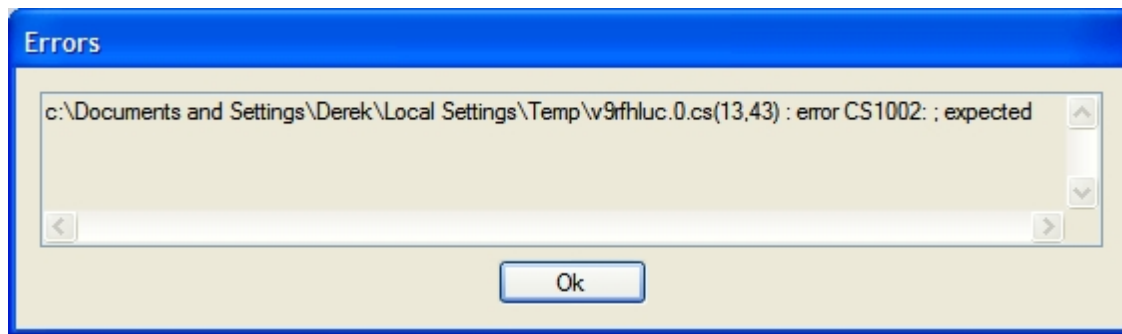
```
[Serializable()]
public class UserCode
{
    private OutputWindow output = new OutputWindow();

    [Trigger(Keys.W, InputActions.Up)]
    public void SayHello()
    {
        output.WriteLine(AppDomain.CurrentDomain.FriendlyName);
    }
}
```

missing
syntax

The compiler status will change and a detail of the error will be shown. You will also be unable to run your code until the errors are fixed.



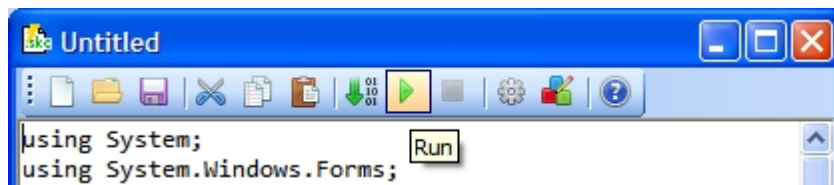


There are other compiler status changes that do not affect your code but merely serve as a reminder to clean up.

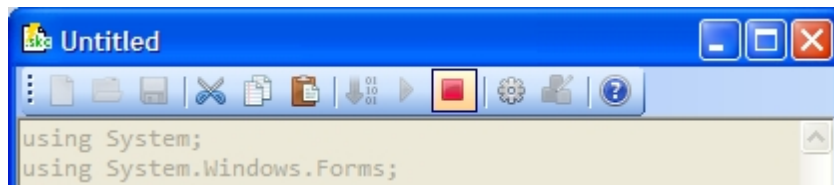
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Running Your Code

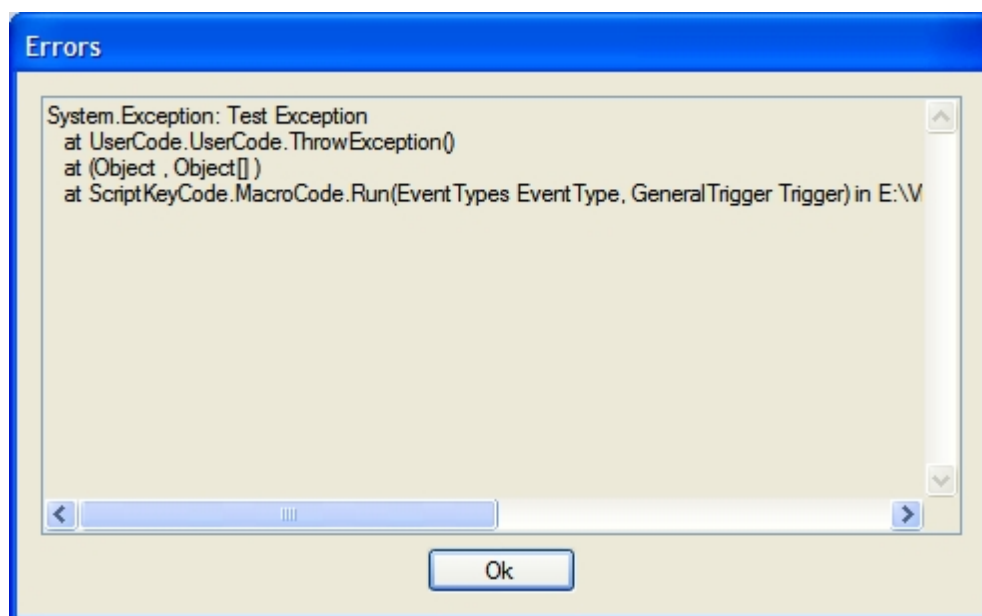
So you've compiled your code successfully. You won't be able to intercept keys until you run your code. To do this you must click the run button.



To stop intercepting keys just click the stop button



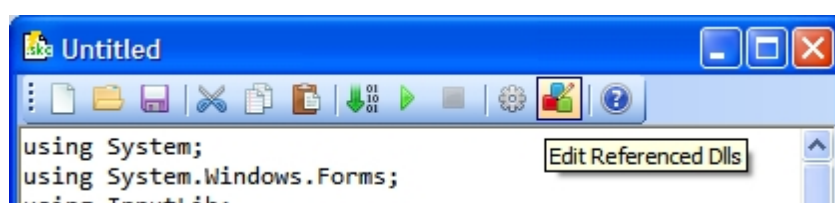
Sometimes your code will compile but still doesn't run quite right. If your code throws a runtime error then ScriptKey will stop the code and show the error.



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Code References

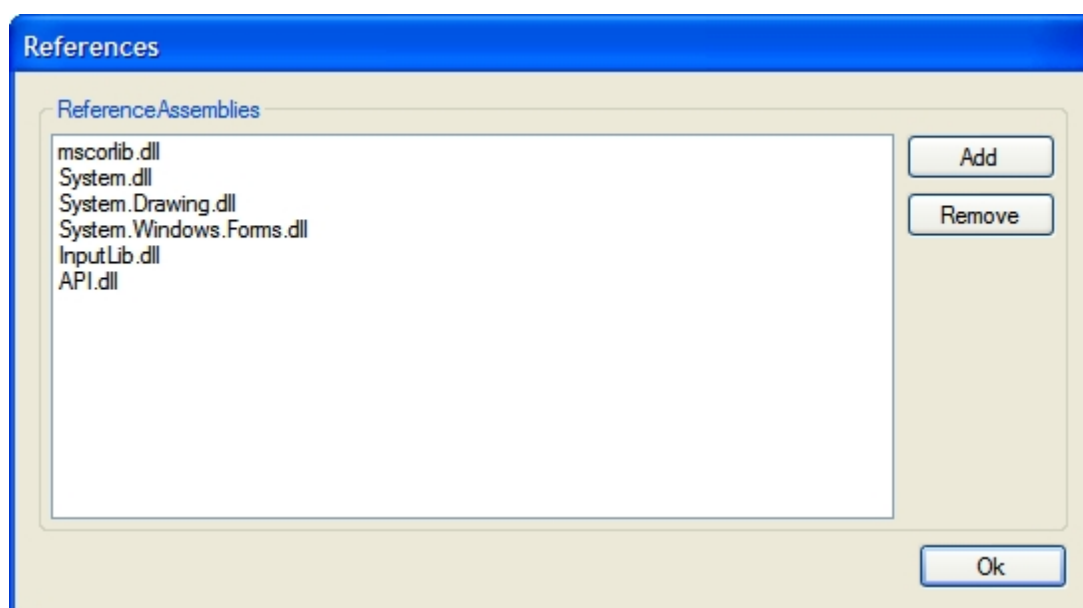
In order to edit dll references your code uses just click the edit references button



You will then get the edit references dialog.

To add a reference click the add button and select a .NET DLL from the dialog.

To remove a reference, select a dll from the list and click the remove button.



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