

Praat Scripting Workshop
Tucson, May 2010

1. What is the goal of scripting? To speed up work, avoid repetition and minimize error.
2. How do we make it work? Look for repeated patterns, make variables to repeat the tasks and get the computer to work while you do something else.
3. What can a Praat script do for you? The same as the menu in Praat can do and a bit more, and repeat the same thing over and over.

First script: Praat > New Praat script > Edit > Clear history

Back to Objects window: Read a sound file (open it in Praat) and Play it and Remove it

Back to the script: Paste history > Run

You want to Play it five times? Add this to the script

```
for i to 5
  Play
endfor
```

4. In a script, variables are places to store data and access it later
5. Variables include: numbers, strings and Praat objects
6. Variables need to start with lower case: name, nameSound, nameSound11
7. Variables are created by assigning a value to a string with the = sign
t = 5
q = 2
7. Math operations on numeric variables: *, /, +, -, sqrt(), sin(), etc. (cf. mathematical functions)
name = t * q
printline 'name'
8. Multiply and divide first, addition and subtraction second, left to right, parentheses override default rules
name = (t + q) / 2
printline 'name'
9. String variables allow letters and numbers but do not allow mathematical functions
10. They are always followed by the dollar sign:
name\$ = "Hello"
printline 'name\$'
11. There are many string functions: left\$(), mid\$(), right\$(), "concatenate" +
name\$ = "Hello"
name1\$ = left\$(name\$,3)
name2\$ = name\$ + name1\$
printline 'name\$'
12. Objects are defined by Praat and have a multitude of options: Sound, TextGrid, Formant, Pitch, Spectrum, etc.
13. You first figure out how to get the info you need from the menu (what object you need?) and then paste history in a Praat script

Open a TextGrid in Praat

Get start point of second interval in tier 3

Get end point of second interval in tier 3

Paste history in script

14. for/endif, if/endif

```
for i to 100
  select object
  execute function
  store result of function
endfor
```

```
if variable = something
  create variable
  or execute function
  or store result
endif
```

(otherwise...)

15. String objects: New > Create Strings as file list...

16. Table objects: New > Create table with column names...