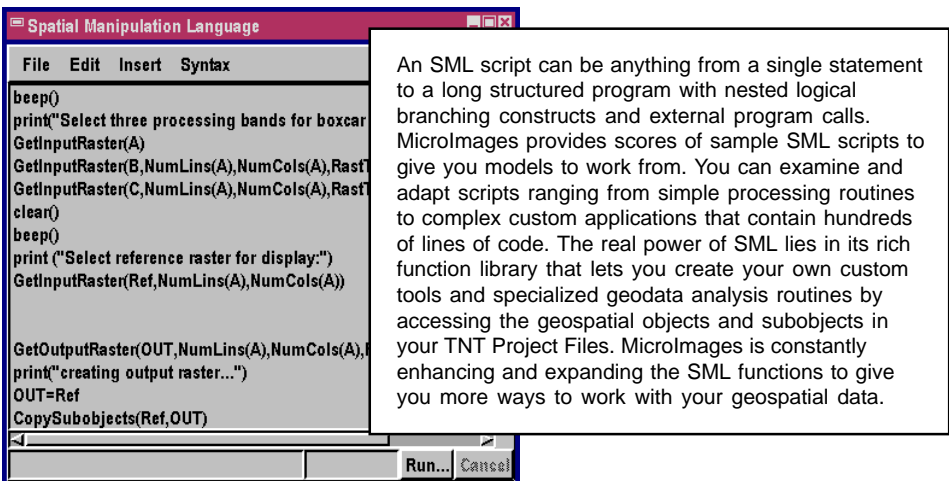


SML Scripts

DID YOU KNOW . . . that you can write SML scripts to add customized functions and tools?

What SML Scripts Give You

- Build customized processing routines for unique needs
- Assemble complete specialized products for general applications
- Bundle scripts together with geodata for special distribution
- Create interactive tools that run from custom icon buttons and toolbars
- Use online documentation and help as you build and test prototypes.
Apply SML techniques to stand-alone scripts, queries, geoformulas, cartoscripts, bundled SML applications, and custom push-button tools.



An SML script can be anything from a single statement to a long structured program with nested logical branching constructs and external program calls. MicroImages provides scores of sample SML scripts to give you models to work from. You can examine and adapt scripts ranging from simple processing routines to complex custom applications that contain hundreds of lines of code. The real power of SML lies in its rich function library that lets you create your own custom tools and specialized geodata analysis routines by accessing the geospatial objects and subobjects in your TNT Project Files. MicroImages is constantly enhancing and expanding the SML functions to give you more ways to work with your geospatial data.

How SML Works

- Use any text editor to create your script (*.sml).
- Include functions for Project File access, display, user input, database access, and geospatial data analysis.
- Refer to the complete online help for SML functions, syntax, and use.
- Use the Syntax checker and SML Debugger to find and correct problems.
- Run SML scripts in the SML process, or from a custom menu or toolbar.
- Run stand-alone applications bundled with geodata from an icon on your desktop or custom toolbar.
- Add geodata layers dynamically created by SML to a view.
- Apply custom tools by adding push-button icons to the interface.

WANT TO KNOW MORE?

See the tutorial booklet entitled:

Writing Scripts with SML

