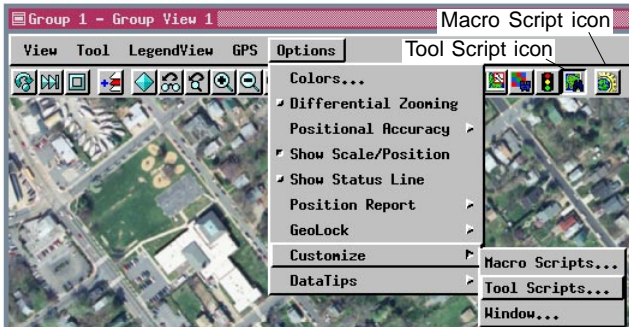
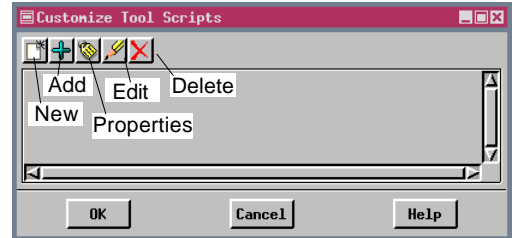


Tool Script Templates

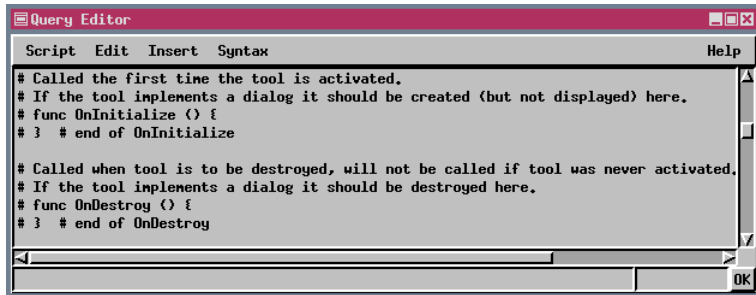


Tool Scripts and Macro Scripts add a powerful way to use Spatial Manipulation Language (SML) in your TNT products. To add a tool script to run from an icon on the View window toolbar and/or a choice from the Tool menu, choose Options / Customize / Tool Scripts from any View window. Making this selection opens the Customize Tool Scripts window. Tool Script icons appear to the left of any Macro Script icons on the View window toolbar (with the Tool Selection icons).

Click on New if your script is not yet written or click on Add if you



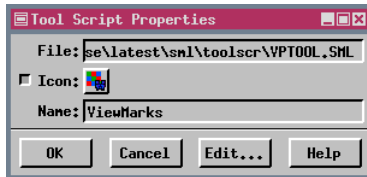
or someone else has already written the script (Process / SML / Edit Script). Clicking on New opens the Query Editor window, which is used to prepare / edit SML scripts. The same predefined symbols provided for Macro Scripts appear as comments when the Query Editor opens. Additionally, a number of predefined values (such as number PointerX, which provides the cursor X coordinate within the view in pixels) and functions likely to be used in a Tool Script are provided as a template for your custom script. The template includes functions used the first time a tool is



activated; when the tool is destroyed; when the tool is activated and deactivated; when the tool is suspended (during redraw) and resumed (after redraw); when the left, right, or middle mouse button is pressed or released; when the cursor moves without a button press; when the cursor moves with a button press; when the cursor enters or leaves the View window; and when the user presses a key. If you want to use these functions in your script, uncomment the lines (remove the leftmost #) and add function code between the lines as

needed. The same features available for script construction in the SML process are available here. You are prompted to save your script when you click on OK in the Query Editor. Once the script is saved, the Tool Script Properties window opens.

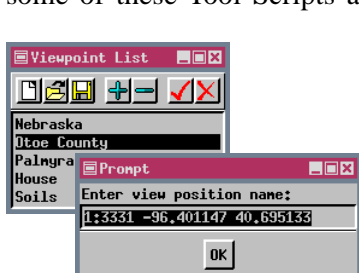
The Customize Tool Scripts window has the same buttons and functions as the Customize Macro Scripts window (see the *Macro Script Setup* color plate). If you choose to add an existing script, once the script is selected, the Tool Script Properties window opens. The Tool Script Properties window lacks some of the features of the Macro Script Properties window—you choose an icon and set up the ToolTip, but there is no Type option button and consequently no Menu Choices panel. The Test button is not available for Tool Scripts. You need to test the tool from the View window itself once the tool is added.



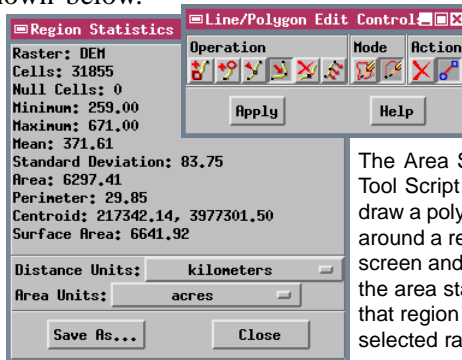
Click OK in both the Tool Script Properties and Customize Tool Scripts windows when you are done adding your script. You can always return to the Customize Tool Scripts window

(Options / Customize / Tool Scripts) to add or delete scripts, or open the Tool Script Properties window (click on the Properties icon in Customize Tool Scripts window) to change the icon or ToolTip.

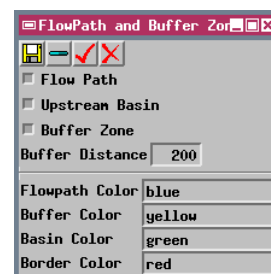
A number of different sample Tool Scripts are provided with the TNT products. You can use components from any or all of these scripts to create the custom tool you need for your specialized application. The interface windows created by some of these Tool Scripts are shown below.



The ViewMarks Tool Script builds up a list of desired view points and scales so you can jump to specific locations.



The Area Statistics Tool Script lets you draw a polygon around a region on the screen and computes the area statistics for that region of the selected raster.



The Flow Path Tool Script lets you choose which of a number of watershed properties you would like to see from a given point in the view.