
ExtendScript Toolkit 2.0.2 ReadMe

1. Overview

This document contains a list of new features and known issues in this ExtendScript Toolkit 2 (ESTK) release. The last section describes a few hidden gems, like additional Preferences settings, or how to customize the editor, or add new language definitions to the editor.

2. What has changed in 2.0.2

Fixes:

- Installing ESTK 2.0.1 resulted in media failures when installing new Adobe products or repairing existing ones.
- Palette layout was not restoring correctly after restarting the ESTK.

Macintosh only:

- ESTK was using too many CPU cycles, especially when idle.
- On OS X 10.5, the Object Library was not able to display any help text.

3. What changed in 2.0.1

Fixes:

- Changing a property value in the Data Browser was sometimes ignored.
- When executing a script containing included files, the first included file was sometimes opened in the background.
- A collapsed text block in a document stayed hidden when deleting the collapsed line.
- Adding or editing breakpoints was not possible if an Object Model dictionary window was in front.
- Collapsed text blocks were not expanded when Code Collapse was switched off.

Windows only:

- The Console was unable to execute multiline commands.

Macintosh only:

- The Console did not scroll to the end after displaying a long text.
- When scrolling a document without changing the cursor position in the document, the document scrolled back to the previous position after it had been resized.
- The ESTK could not handle files on the root level of the file system.

New features:

- Documents are moved to a visible area if they are about to be hidden by docked panels.

- A new menu item "Window/Reset Panel Locations" restores all panels to their default locations.
- On the Macintosh, CPU usage has been optimized.
- The code completion does not attempt to display hints inside comments or quoted text.
- Windows: A Ctrl-click on the document window title bar displays the document filename without its path.

4. New Features in ESTK 2.0.1

The ESTK comes with a totally new UI which follows the OS specific UI guidelines, i.e. on Windows there is a main window, on Mac OS, there is no main window. Each document window has its own toolbar, where you can connect the document (and its script) to a target and engines of the selected target, and where you find the debugging buttons. The panels are the same panels as for other CS3 applications, so they can be rearranged freely.

The ESTK can now debug more than one script (on different targets) at the same time using the toolbar. So, for example, you can debug a script in Photoshop and while still in debug mode start another debug session with a script in InDesign.


The ESTK also comes with a new text engine. This engine supports line wrapping and code collapsing and it supports many different syntax highlighting schemes.

A keyboard shortcut editor has been added to the Preferences dialog.

A new Favorites panel displays user-configurable lists of source files.

An improved Console panel lets users cut, copy, and paste texts. Single-line scripts can be re-executed by moving the cursor to that line and pressing the Enter key, and multiple lines can be executed by selecting them and pressing the Enter key.

This release contains an Object Model dictionary for the Core JavaScript Classes as well as for the ScriptUI classes under the Help menu. CS3 applications add their own dictionaries when installed, making the browsing of a target application's host model easy and straightforward.

To connect to an application, click on the "chain"  icon to the left of the target popup menu in the document window. Hitting any of the debugging buttons such as Run will also automatically launch the target application. There is an option in the Startup preferences to auto-launch the application every time you select the target.

Good to know:

- If the Shift key is pressed and held during startup, the preferences aren't loaded.
- If the Shift key is pressed and held during shutdown, the preferences aren't written.

4.1. Find and Replace

The ESTK supports a limited set of Regular Expression syntax for the Find and Replace dialog:

- . Matches any character
- (This marks the start of a region for capturing a match.
-) This marks the end of a capturing region.
- \< This matches the start of a word using the editor's current definition of words.

- `\>` This matches the end of a word using the editor's current definition of words.
- `\x` This allows you to use a character `x` that would otherwise have a special meaning. For example, `\[` would be interpreted as `[` and not as the start of a character set.
- `[. . .]` This indicates a set of characters, for example, `[abc]` means any of the characters `a`, `b` or `c`. You can also use ranges, for example `[a-z]` for any lower case character.
- `[^ . . .]` The complement of the characters in the set. For example, `[^A-Za-z]` means any character except an alphabetic character.
- `^` This matches the start of a line (unless used inside a set, see above).
- `$` This matches the end of a line.
- `*` This matches 0 or more times. For example, `sa*m` matches `Sm`, `Sam`, `Saam`, `Saaam` etc.
- `+` This matches 1 or more times. For example, `sa+m` matches `Sam`, `Saam`, `Saaam` and so on.

It is possible to use the captured regions of a match in the replacement expression by using the placeholder `\1` through `\9`. `\1` refers to the first captured region, `\2` to the second etc. For example, if the search string was `Fred\([1-9]\)XXX` and the replace string was `Sam\1YYY`, when applied to `Fred2XXX` this would generate `Sam2YYY`.

4.2. The Adobe Scripts folder

On first launch the ESTK creates a folder named Adobe Scripts in the user's Documents folder. This is the folder whose contents the Default favorite in the Scripts panel displays.

When double-clicking a `.jsx` file, the ESTK acts as an invisible security filter. Before actually launching the file, a security dialog pops up asking if it is OK to execute the script. The ESTK treats the Adobe Scripts folder in the user's `Documents/Adobe Scripts` folder as a trusted location. When double-clicking a `.jsx` file in that folder, the ESTK does not display the security alert.

5. Known Issues

This section explains a few limitations of the ESTK, which will be addressed in a future release.

5.1. Preferences/Favorites

- On the Mac, do not create an alias to the ESTK as a shortcut for launching in a folder having been defined as a Favorite. If you do so, it is not possible to add more than one Favorites to the Favorites panel.
- 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.

5.2. 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 (Macintosh). 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.

5.3. 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. It is possible, however, to alter the default font settings (see the section about Hidden Gems).

5.4. ScriptUI Programming

- When programming ScriptUI dialogs, the ESTK ignores breakpoints in callback functions if the dialog is modal. The modal ScriptUI dialog causes the ESTK to go into a modal state, where most of the UI is disabled. Therefore, it cannot easily switch back into normal debug mode when a breakpoint is hit.
- When programming the ScriptUI `FlashPlayer` widget, do not use its `playMovie()` method. The `loadMovie()` method already loads the Flash movie and starts playing.

5.5. Extended Input

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

On the Macintosh, if you change the syntax highlighting language while in Extended Input mode, sometimes, strange characters are entered.

5.6. 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.

6. Hidden Gems

6.1. Preferences

In the Fonts and Colors dialog, select multiple styles by using either the Ctrl key or the Shift key to change the settings for more than one style at once.

6.2. 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:

Windows: `{Program Files}\Adobe\ExtendScript Toolkit 2\Required\defs.xml`

Macintosh:

Inside /Applications/Utilities/Adobe Utilities/ExtendScript Toolkit 2.app; you need to 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 with the Shift key down to have the ESTK revert to the default preferences by loading this file. Note: This will also erase your keyboard shortcuts, favorites etc.

6.2.1. Enable a Save This File? Dialog before debugging

To enable a dialog asking to "Save this file?" before debugging, set this XML tag to **true**:

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

6.2.2. Auto-indenting

The ESTK supports intelligent auto-indenting. Every time the user types in an opening bracket, the indent increases, and it decreases for every closing bracket. Change this behavior by setting this XML tag to a different value:

```
<document><autoIndent>2</autoIndent></document>
```

There are three possible values:

- 0 – auto-indenting off
- 1 – static auto-indenting – the indents are preserved as the user enters them
- 2 – intelligent auto-indenting (default)

6.3. Configuring the Editor

The editor loads its setting from the XML file `syntaxdefs.xml`. The file is stored in the same location as the file `defs.xml` mentioned above.

The structure of this file is quite complex; its documentation is beyond the scope of this document. It contains settings for all supported languages, such as:

- The menu text
- The colors to be used
- Keyword tables
- Which characters to be recognized as word characters
- Block indentation support

Adding even more language definitions is easy and straightforward. To reload this file after editing, start the ESTK with the Shift key down to cause the ESTK to revert to its default settings, causing it in turn to load the altered file `syntaxdefs.xml`.

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