

# Sample Scripts ReadMe for Adobe InDesign CS3

---

This document includes a brief discussion of the sample scripts provided as part of InDesign.

For late-breaking InDesign scripting news, see the Scripting Read Me for Adobe InDesign CS3.pdf file.

For more information on InDesign scripting, go to the InDesign scripting home page at: [http://www.adobe.com/products/indesign/xml\\_scripting.html](http://www.adobe.com/products/indesign/xml_scripting.html) or visit the InDesign Scripting User-to-User forum at <http://www.adobeforums.com>.

## Sample Scripts

InDesign CS3 includes the following sample scripts:

- AddGuides
- AddPoints
- AdjustLayout
- AlignToPage
- BreakFrame
- CornerEffects
- CreateCharacterStyle
- CropMarks
- ExportAllStories
- FindChangeByList
- ImageCatalog
- LabelGraphics
- LabelGraphicsMenu
- MakeGrid
- Neon
- PathEffects
- PlaceMultipagePDF
- SelectObjects
- SortParagraphs
- SplitStory
- TabUtilities

Make certain you save your work before running a sample script for the first time.

Experiment with the sample scripts so you understand what they do, before using them on important InDesign documents.

## Installation

To install a sample script, copy the script (or an alias or shortcut to the script or to a folder containing the script) to the Scripts Panel folder, in the Scripts folder in your InDesign folder. The scripts appear in the Scripts palette in InDesign (choose Window > Automation > Scripts to display the Scripts panel).

## Running Scripts

To run a sample script, double-click the script name in the Scripts panel.

On Mac OS, you can run AppleScripts (file extension .applescript) or JavaScripts (file extension .jsx). On Windows, you can run VBScripts (file extension .vbs) or JavaScripts.

## Script Descriptions

This section includes a brief description of each example script.

### AddGuides

Adds guides around the selected object or objects.

Demonstrates:

- Processing objects in the selection.
- Getting page coordinates from objects.
- Adding guides to a spread.
- Creating a layer (and checking whether a layer already exists).
- Creating a user interface.

### AddPoints

Adds points to the paths the selected object or objects.

Demonstrates:

- Processing objects in the selection.
- Bezier math and path-point manipulations.
- Using the "entire path" property.
- Creating a user interface.

## AdjustLayout

Moves objects by specified distances on right/left pages.

Demonstrates:

- Using the move method to move objects.
- Working with page ranges.
- Determining whether a page is a right or left page.
- Creating a user interface.

## AlignToPage

Aligns objects to specified positions on a page.

Demonstrates:

- Using the move method to move objects.
- Working with page sizes and page margins.
- Creating a user interface.

## BreakFrame

Removes a selected text frame and its contents from a story.

- Demonstrates:
- Duplicate method.
- Working with text-frame contents.

**Note:** BreakFrame does not work properly when the text frame contains a table that is continued from or continues to another text frame.

## CornerEffects

Re-draws the path of the selected item(s) using a variety of corner effects. Corner effects can be applied to selected points on the path.

Demonstrates:

- Working with the selection.
- Mathematical operations for simple path operations.
- Using the "entire path" property.
- Creating a user interface.

## CreateCharacterStyle

Defines a complete character style based on the selected text.

Demonstrates:

- Processing objects in the selection.
- Creating a character style.
- Getting text-formatting attributes from a text object.
- Filling in character-style properties.

## CropMarks

Adds crop and/or registration marks around the selected object or objects.

Demonstrates:

- Processing objects in the selection.
- Getting page coordinates from objects.
- Finding the bounding box of a series of selected items.
- Drawing graphic lines and ovals.
- Applying swatches (and the "Registration" color).
- Creating a layer (and checking whether a layer already exists).
- Creating a user interface.

## ExportAllStories

Exports all stories in a document to a series of text files.

Demonstrates:

- Exporting text.
- JavaScript file/folder objects and methods (JavaScript only).
- Creating file names based on id attributes.
- Creating a user interface.

## FindChangeByList

Performs a series of common text find/change operations by reading a tab-delimited text file.

For more information, see the start of the script or the start of the FindChangeList.txt file. You can add your own find/change operations to the FindChangeList.txt file, or create your own file.

Demonstrates:

- Working with files and folders.
- Finding a file/folder relative to the active script.
- Using the text find/change methods (text, grep, and glyph).
- Reading tab-delimited text data from a text file.

## ImageCatalog

Places all graphics in a specified folder in a “contact sheet” layout.

Demonstrates:

- Working with files and folders.
- Placing and fitting graphics.
- Creating a text frame and entering text.
- Creating a user interface.

## LabelGraphics

Adds a caption (containing the filename, file path, XMP description, or XMP author) next to every imported graphic.

Demonstrates:

- Working with links.
- Getting XMP data from imported graphics.
- Creating a text frame and entering text.
- Creating a user interface.

## LabelGraphicsMenu

Creates a menu item on the Layout context menu. You can use this menu item to add a caption (containing the filename, file path, XMP description, or XMP author) next to the selected graphic(s).

Demonstrates:

- Adding a script menu item to a menu.
- Using a “beforeDisplay” handler to show/hide the menu item depending on the selection.
- Working with links.
- Getting XMP data from imported graphics.
- Creating a text frame and entering text.
- Creating a user interface.

Associated Scripts:

The VBScript and AppleScript versions of the LabelGraphicsMenu script look in the folder containing the script for a folder named LabelGraphicSupport. Inside this folder, the script requires:

LabelGraphicBeforeDisplay

LabelGraphicOnInvoke

The folder also includes the RemoveLabelGraphicMenu script, which can be used to delete the menu item.

## MakeGrid

Creates a grid by subdividing or duplicating the selected object or objects.

Demonstrates:

- Duplicating and moving objects.
- Creating a user interface.

## Neon

Applies a “blend” effect to the selected object or objects.

Demonstrates:

- Duplicating an object.
- Applying a stroke color.
- Grouping objects.
- Applying graphic-formatting attributes (color, stroke weight, tint).
- Creating a user interface.

## PathEffects

Changes the position of path points on the selected object or objects to add a creative effect.

Demonstrates:

- Processing objects in the selection.
- Duplicating an object.
- Bezier math and path-point manipulations.
- Simple trigonometry.
- Creating a user interface.

## PlaceMultipagePDF

Places all pages of a PDF.

Demonstrates:

- Working with PDF attributes.
- Placing graphics.
- Adding pages.
- Selecting a file.
- Creating a user interface.

## SelectObjects

Selects objects on the active spread by their object type.

Demonstrates:

- Basic page item traversal.
- Selection.
- Creating a user interface.

## SortParagraphs

Sorts the paragraphs in the selection alphabetically.

Demonstrates:

- Text-object move method.
- Simple bubble sort.

## SplitStory

Splits the text frames in the selected story into separate, unlinked text frames.

Demonstrates:

- Duplicating objects.
- Deleting objects.
- Iterating through each text frame in a story.

**Note:** SplitStory does not work properly when a text frame in the story contains a table that is continued from or continues to another text frame.

## TabUtilities

Applies tab stops and indents to the selected text.

Demonstrates:

- Working with tab stops and indents.
- Getting page positions from text objects.
- Getting the text column containing the cursor.
- Creating a user interface.

© 2007 Adobe Systems Incorporated. All rights reserved.