

SCOPE /SDK

Version 4.0

Tutorials: *Edit nfo file*

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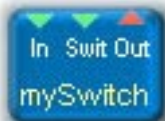
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Tutorial: Edit nfo files

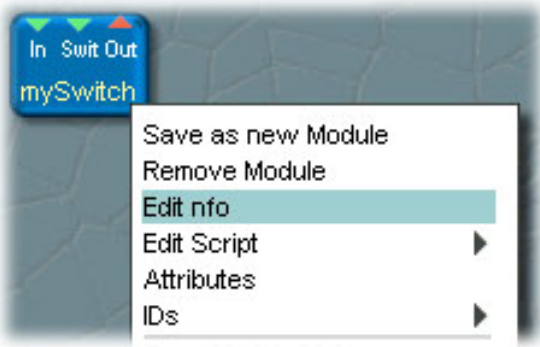
In this short tutorial we will learn how to edit nfo files. This is very useful when we created a new module and we do not always want to look up its function in the script. Therefore we can edit a nfo file which includes all the important information we need to work with the module.

In order to practise this we will edit a nfo file for the 'MySwitch' module which we created in the Quick Start.

After doing this, the Help Window should display the information about the module in general and its different Pads when moving the mouse pointer over the module.



First of all we have to drag this module from the File Browser (d:/CW/Last Scope/Script/MySwitch) in the Project Window.



With a right click on the module we can open its context menu. The third dialog box called 'Edit nfo' is the one we need. If we click on the dialog box a text editor opens. Now we have to type in the

information that should appear in the Help Window. The first data we need is a general information about the module that shows up if we move the mouse pointer over the module.



To edit the text how it has to appear in the Help Window there are some conventions we have to know before starting:

Above a command we have to write in brackets what kind of information the following text contains. It is either [Description] for the general information of the module or the name of a Pad.



*In front of the real text we have to put **Help Text=**.*

The swung dash ~ signifies a word-wrap. We should not use the enter key to effectuate a word-wrap but rather use a swung dash instead. Otherwise the text we wrote after the word-wrap will not be displayed in the Help Window.

Longname= describes the name that occurs in the tool tip of a Pad.

Now we can start and type the following text in the editor:

[Description]

HelpText= Special switch for Gate signals.~Always to use with an Envelope Generator or another module with a Gate input.

[In]

Description=Gate signal input~Range 0 or 1~ 0: stops the signal~ 1:lets the signal through

Longname=Gate signal input

[Switch]

Description= Switch control input

Longname=Switch control input

[Out]

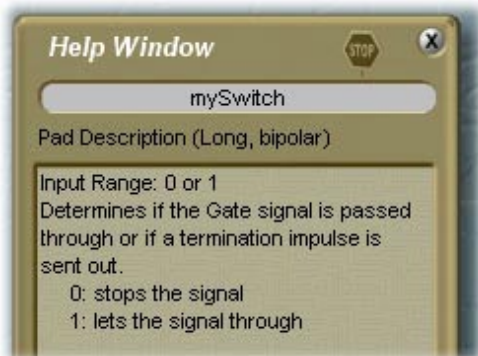
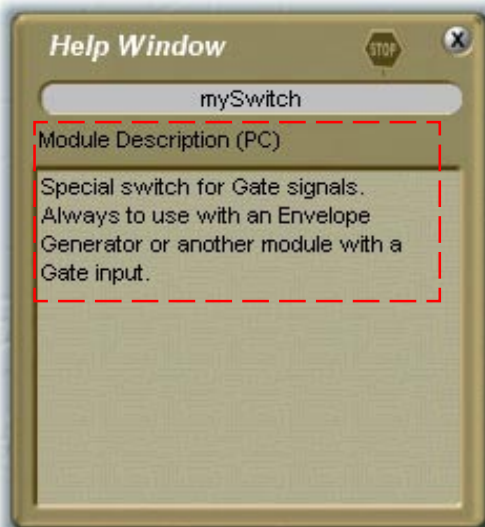
Description=Gate signal output~Range 0 or 1~ 0: stops the signal~ 1:lets the signal through

Longname= Gate signal output

We should save our file by clicking on the save button in the editor.
 To control if we did everything right we activate the Help Window and the tool tips.
 Just click on these two icons on the tool bar:

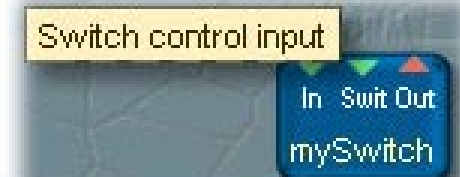
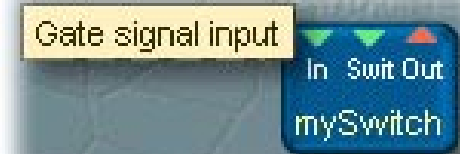


While holding the mouse pointer over the module, the module description should appear in the Help Window.



The same applies for the Pads:

Furthermore the Longnames of the Pads should show up in the tool tips.



Now we have finished our first nfo file. In the future we are able to write a nfo file for every new module we created.