

Tutorial-Execute Commands: The Command List dialog buttons

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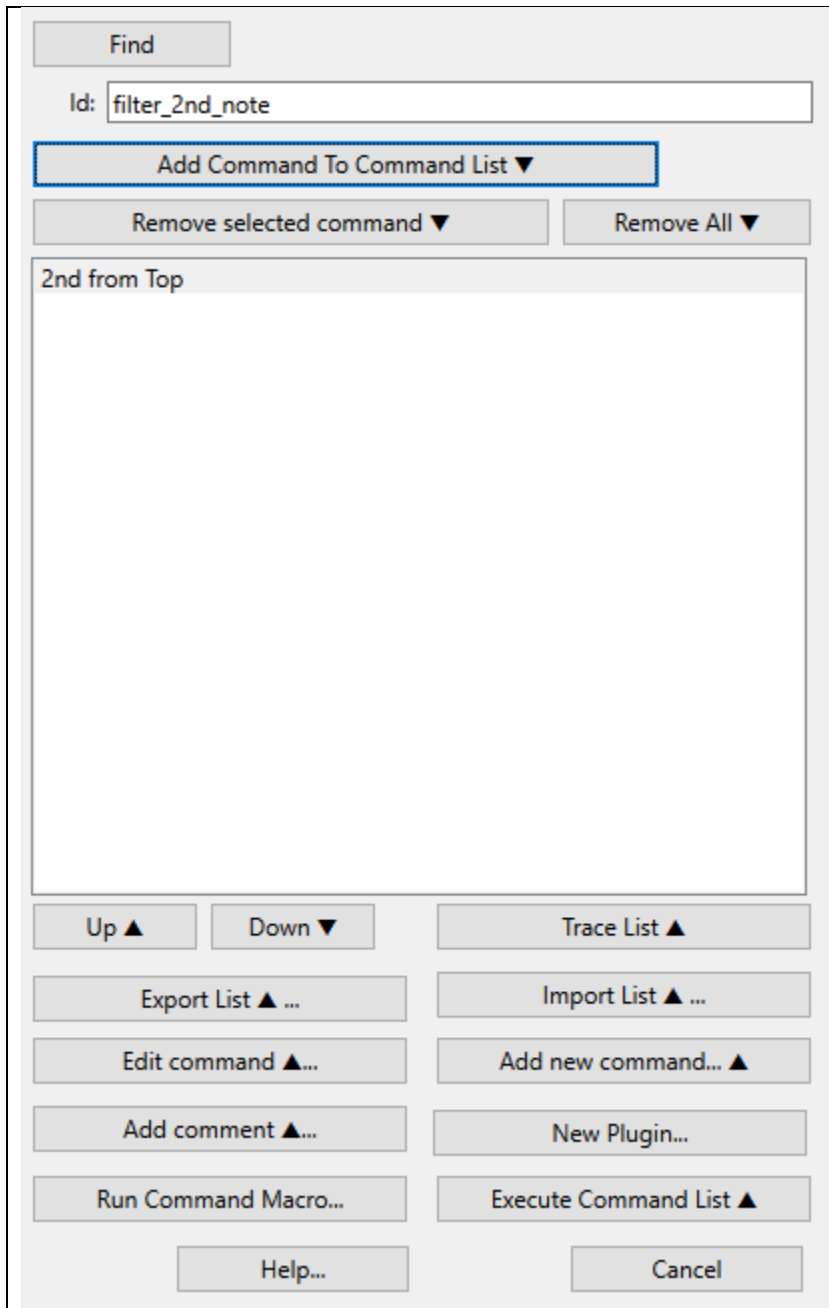
This describes the purpose of the buttons surrounding the Command List in the **Execute Commands** (EC) plugin's main dialog. Here is a screenshot of the main dialog, with its major regions labeled.

The screenshot shows the 'Execute Commands' dialog box. At the top, a blue header bar contains the text 'Execute Commands - Version 01.57.00 - by Bob Zawalich'. Below this, there are three paragraphs of introductory text. The main area is divided into three sections:

- Command categories:** A list on the left with 'Home tab' highlighted. A red callout bubble labeled 'Command Categories List' points to this section.
- Find in list:** A search dropdown menu with '2nd from Top' selected. A red callout bubble labeled 'Commands in selected category' points to this list.
- Command List:** A large list of commands, with '2nd from Top' at the top. A red callout bubble labeled 'Command List' points to this list.

At the bottom, a red border highlights a set of control buttons:

- Buttons for 'Add Command To Command List', 'Remove selected command', and 'Remove All'.
- Buttons for 'Up', 'Down', and 'Trace List'.
- Buttons for 'Export List' and 'Import List'.
- Buttons for 'Edit command', 'Add new command', 'Add comment', and 'New Plugin'.
- Buttons for 'Run Command Macro' and 'Execute Command List'.
- 'Help' and 'Cancel' buttons.



Find : searches the commands in the Commands in Selected Category list, matching any part of the text typed in the Find box.

Add Command to Command List: Adds the command currently selected in the Commands in Selected Category list to bottom of the Command List

The Remaining buttons all work with the Command List (CL)

Remove selected command: Remove the command currently selected in the CL.
Remove All: Remove all commands from the CL.

Up: Moves the selected command up in the CL.
Down: Moves the selected command down in the CL.

Trace List: Writes the contents of the CL to the Plugin Trace Window in several formats.

Export List... : Writes the contents of the CL to a macro (.dat) file in the Command Macros folder (see below).

Import List... : Reads a file from the Commands Macro folder into the Command List

Edit command...: Opens a dialog with the currently selected command placed in an edit box. You can edit the text, which will be validated and then returned to the Command List.

Add new command: Opens a dialog with an empty edit box. Paste or type a valid command in the edit box, and after validating it will be added to the end of the Command List.

Add comment...: Inserts a macro/plugin comment above the selected command. Comments start with //

New Plugin...: Generates a plugin file from the commands in the CL and installs it into an appropriate plugin folder.

Run Command Macro...: Closes this plugin and brings up the Run Command Macro plugin if installed.

Execute Command List: Runs each of the commands in the CL in the order of the list.

Execute Command List: Runs the commands in the Command List.

Details for some Buttons

Trace List

Formats traced are Command Names, Command Ids, Plugin instructions using Command Names, and Plugin instructions using Command Ids

Export List

Macro files are text files with the extension .dat. The Command Names used in the Command List are language-dependent, so **Export List** translates the commands to use language-independent Command Ids where possible. Exported files are always saved in the **Command Macros** subfolder (the **Execute_Commands** subfolder of your default **Scores** folder), or in one of its subfolders. The **Execute_Commands** subfolder will be created if it does not exist.

Import List

Allows you to select a file from the **Command Macros** folder and read it into the Command List, replacing the previous contents of the list.

New Plugin

The Command Names used in the Command List are language-dependent, so **New Plugin** translates the commands to use language-independent Command Ids where possible. You can choose any of your existing user plugin folders to save the plugin. You will need to close and restart Sibelius before the new plugin can be run.