

Script Files

Script files for Entire Screen Builder are created using the JavaScript language. Entire Screen Builder supports the core JavaScript version 1.2 features and adds an Entire Screen Builder specific object to the language.

This documentation only explains the methods specific to Entire Screen Builder. For detailed information on JavaScript, see your JavaScript documentation. You can find such documentation, for example, on <http://developer.netscape.com/docs/manuals/communicator/jsref/contents.htm>.

Note that the client-side and server-side JavaScript objects are not part of the core JavaScript.

See also: *Scripting, User Exits and APIs* in *Introducing Entire Screen Builder*.

This documentation is organized under the following headings:

- General Information on Script Files How to create a script file. Information on required script file folders, startup scripts, usage of backslashes and an example script file.
- The NSW Object Syntax conventions for the object named NSW which is added to the core JavaScript language, NSW object properties, general information on the NSW object methods and user variables, lists of all defined error codes, display status, Windows message box flags and Windows button identifiers.
- Host Communication Methods Detailed descriptions of all NSW object methods for managing the communication with the host (for example, open a session or send a terminal emulation key to the session).
- User Interface Methods Detailed descriptions of all NSW object methods for managing the user interface (for example, send a message to the viewer or set the value of a user-defined variable).
- Processing Methods Detailed descriptions of all NSW object methods for processing script files (for example, call a DLL function or pause processing of the script file).
- Client-Side Access Methods Detailed descriptions of all NSW object methods for accessing resources on a client workstation (for example, open a file on a client or execute an application on a client).

See also: *Working with Script Files* and *Unattended Workstation* in the *Utilities* documentation.