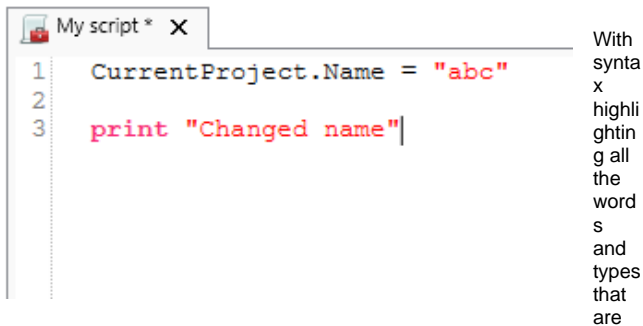


Scripting editor overview

The scripting editor contains the following features :

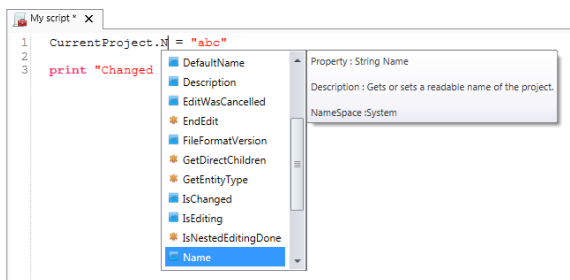
- [Syntax highlighting](#)
- [Code completion](#)
- [Show extra characters](#)
- [Regions](#)
- [Local variables](#)
- [Ribbon](#)
- [Shortcuts](#)

Syntax highlighting



known in python will be shown as colored text. To configure the color schema go to the DeltaShell installation folder and navigate to the plugins\DeltaShell.Plugins.Scripting.Gui folder. Here the XML file "Python.xshd" contains all the information used for syntax highlighting.

Code completion



Code completion is used to give you quick access to all properties, events and methods of the variable that you are working on. When activated a list will be shown showing all the options for this variable and the documentation for the selected element.

To filter the list continue typing, and the list will filter out all non matching elements. To select an element press

the up and down keys and enter to confirm.

If an empty list is shown, then the type of the variable can not be determined or the variable has no elements to show. Code completion is activated when a '.' is typed or when Ctrl + Space is pressed.

Show extra characters

These options are added to show you the space, tab and line end characters. This can be important because python's logic uses indenting for its statements.

Spaces

Tabs

End of line

```
My script * X
1 def ChangeProjectName(newName):
2     CurrentProject.Name = newName
3     print "Changed name to " + newName
4
5 ChangeProjectName("abc")
```

```
My script * X
1 def ChangeProjectName(newName):
2     CurrentProject.Name = newName
3     print "Changed name to " + newName
4
5 ChangeProjectName("abc")
```

```
My script * X
1 def ChangeProjectName(newName):
2     CurrentProject.Name = newName
3     print "Changed name to " + newName
4
5 ChangeProjectName("abc")
```

Regions

Regions are used to mark code blocks, and gives you the ability to collapse these blocks to 1 line with a title.

```
My script * X
1 #region Functions
2
3 def ChangeProjectName(newName):
4     """Changes name of project to n
5     CurrentProject.Name = newName
6     print "Changed name to " + newN
7
8 #endregion
9
10 ChangeProjectName("abc")
```

```
My script * X
1 Functions ...
9
10 ChangeProjectName("abc")
```

Local variables

```
My script (read-only) X
1 newName = "abc"
2
3 project = CurrentProject
4
5 project.Name = newName
6
7 print "Changed name to " + newName
```

Local variables

Name	Value	Type
newName	abc	System.String
project	abc	DelftTools.Shell...

The local variable option gives you an overview of the declared variables in your

script. The variables are declared when you run the part of your script that declares the variables.

It will show the name of the variable followed by a string representation of the variable value and the type.

To get more detail about the variable, select it and the property window will show you all the details about the variable as shown to the right.

Properties

1 Project

Misc

Name	abc
CreateTime	
ChangeTime	
FileFormatVersion	1.1.0.0
RootFolder	<root>
Description	
Size	0
IsChanged	True
IsTemporary	True

ViewContextManac DelftTools.Shell.Gui.G

Name

Local variables

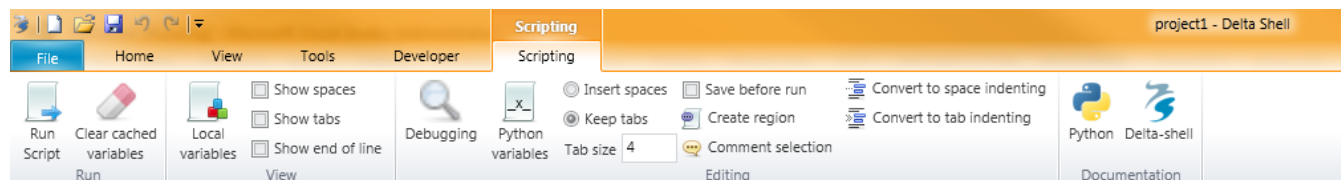
Statement	Value	Type
project.Name	abc	System.String

There is also an option called watch variables that allows you to add your own variables that you want to observe.

This works exactly the same as the local variables, with one exception. The variables are not automatically reloaded after running a part of the script. Reloading can be done by pressing the "refresh values" button below the watch variables.

Ribbon

When you open a scripting editor in DeltaShell a Scripting tab will appear in the DeltaShell ribbon. This ribbon has the following additional options :



Function	Description
Run script	Executes the selected text. If no text is selected then it will execute the entire script
Clear cached variables	Clears all variables and loaded libraries from memory
Debugging	Enables/Disables the debug option. When enabled you can add breakpoint to the code (using F9 or clicking in the margin) and the code will stop at this point before executing the statement (use F10 (step over) or F11 (step into) for a more step by step approach)
Python variables	Show or hide python variables (like <code>_var_</code>) in code completion
Insert spaces / tabs	Determines if spaces or tab characters are added when pressing tab
Tab size	Sets the number of spaces that are considered equal to a tab character
Save before run	Saves the changes to the file before running
Create region	Creates a new region surrounding the selected text
Comment selection	Comments out the selected text
Convert to space indenting	Converts all tab characters in the script to spaces. The number of spaces is determined by Tab size.
Convert to tab indenting	Converts all x number of space characters (determined by Tab size) in the script to tabs.
Python (documentation)	Opens a link to the python website, showing you the python syntax and standard libraries
Delta-shell (documentation)	Opens a link to the Delta shell documentation website (generated documentation of the Delta shell api)

Shortcuts

Shortcut	Function
----------	----------

Ctrl + Enter	Run selection (or entire script with no selection)
Ctrl + Shift + Enter	Run current region (region where the cursor is in)
Ctrl + X	Cut selection
Ctrl + C	Copy selection
Ctrl + V	Paste selection
Ctrl + S	Save script
Ctrl + -	Collapse all regions
Ctrl + +	Expand all regions
Ctrl + "	Comment or Uncomment current selection
Ctrl + W	Add selection as watch variable
Ctrl + H	Highlight current selection in script (press esc to cancel)
F9	Add / remove breakpoint (In debug mode only)
F5	Continue running (In debug mode only - when on breakpoint)
Shift + F5	Stop running (In debug mode only - when on breakpoint)
F10	Step over current line and break on next line (In debug mode only - when on breakpoint)
F11	Step into current line if possible, otherwise go to next line (In debug mode only - when on breakpoint) This is used to debug functions declared in the same script (that have already runned).