Returns
Bool

Example

```
include 'clipboard.g'
a := sqrt(2.0)
dcb.copy(a);
```

---

clipboard.paste - Function

Package	**utility**
Module	**tasking**
Tool	**clipboard**

Paste the clipboard value

Synopsis
paste()

Description
The entry currently in the clipboard is returned.

Returns
Glish variable

Example

```
include 'clipboard.g'
print dcb.paste();
```

1.8.6 scripter - Tool

Package	**utility**
Module	**tasking**

scripter tool

Description

The scripter is a tool for logging commands to a file to be run at a later time. It is intended to be used for storing commands that can then be saved to a file or executed directly.

toolmanager can be directed, via its Options menu, to send commands to the scripter. These commands will correspond to any subsequent actions invoked through its gui.

imagerwizard sends glish commands to the scripter. These commands can be saved to a file and executed to reproduce exactly the operations performed by the wizard.

Constructors

scripter	Construct scripter tool

Functions

getcommands	Returns a record containing the commands
gui	Display logged commands in a text pane
load	Load command(s) from a file.
log	Log one or more commands
reset	Removes all the logged commands
save	Save the logged command(s) to a file.

scripter - Constructor

Package	**utility**
Module	**tasking**
Tool	**scripter**

Construct scripter tool

Synopsis

scripter(logfile, run, guititle, widgetset)

Description

This constructs a scripter tool. The *default* scripter is abbreivated `ds`. Only one scripter is usually needed so this constructor is seldom called.

Arguments

logfile	File containing logged commands Allowed:String Default: scripter.log_PID
run	Flag to determine whether commands are "eval'ed" Allowed:Boolean Default: F
guititle	Title for the scripter Allowed:String Default: 'Scripter gui (AIPS++)'
widgetset	Widget set to be used Allowed:Any valid widgetset Default: dws

Returns
tool

---

scripter.gui - Function

Package	**utility**
Module	**tasking**
Tool	**scripter**

Display logged commands in a text pane

Synopsis
gui()

Description
This will place the current commands in a text window for editing, saving, and submission to glish or a batch queue.
The scripter gui has an autosave feature which is turned on by default `scripter.autosave`. You may disable the autosave feature by setting the `.aipsrc` variable `scripter.autosave` to F or off. There are two additional `.aipsrc` variables that let you control the autosave feature, `scripter.autosavetime` and `scripter.autosavefile`. The default auto-save time is 30s and the default auto-save filename is `.scripter_autosave`. The auto-save file will stick around unless the scripter-gui edits are saved explicitly. If the scripter-gui detects an auto-save file it will prompt, whether to load it or not.

The buttons act as follows:

Submit The script is executed using the command shown above. The default command `unset DISPLAY;glish -l` causes the scripter to be run in a separate instance of glish with no graphical output.

Save The command is saved to the named file. Use the File-¿Save As menu to save with a different name.

Clear Clears the scripter of all commands.

Dismiss Dismisses the scripter. It may be recalled using the `gui` function.

The submit command may be overridden using the `.aipsrc` variable `scripter.submitcommand`.

Returns
Bool

---

scripter.log - Function

Package	**utility**
Module	**tasking**
Tool	**scripter**

Log one or more commands

Synopsis
log(command, run)

Description
Log one or more command(s). The commands are stored in the scripter. The commands will be executed directly if the flag run is set to T.

Arguments

command	Command(s) to be logged Allowed:String
run	Flag to determine if command(s) are run immediately Allowed:Boolean Default: F

Returns
Bool

Example

```
include 'scripter.g'
ds.log('myimager:=imager(\'3C273XC1.ms\')');
ds.log('myimager.setimage(nx=300,ny=300,cellx=\'0.7arcsec\'',celly=\'0.7arcsec\')')
ds.log('myimager.clean()');
```

---

scripter.save - Function

Package	**utility**
Module	**tasking**
Tool	**scripter**

Save the logged command(s) to a file.

Synopsis
save(filename)

Description
Saves the command(s) in the internal logged commands record to a file.

Arguments

filename	File to save commands Allowed:Any valid file name or F Default: F

Returns
Bool

Example

```
include 'scripter.g'
ds.log('myimager:=imager(\'3C273XC1.ms\')');
```

```
ds.log('myimager.setimage(nx=300,ny=300,cellx=\'0.7arcsec\'',celly=\'0.7arcsec\')')
ds.log('myimager.clean()');
ds.save('imager_scripter.g');
```

---

scripter.load - Function

Package	**utility**
Module	**tasking**
Tool	**scripter**

Load command(s) from a file.

Synopsis
load(filename, append, run)

Description
Load commands from a file to the scripter

Arguments

filename	File from which to load commands Allowed:Any valid file name
append	Flag to determine whether to append commands to exsisting command list Allowed:Boolean Default: F
run	Flag to determine whether commands are executed Allowed:Boolean Default: F

Returns
Bool

Example

```
include 'scripter.g'
ds.load('imager_scripter.g', run=T);
```

---

scripter.getcommands - Function

Package	**utility**
Module	**tasking**
Tool	**scripter**

Returns a record containing the commands

Synopsis
getcommands()

Description
Return the commands currently in the scripter in a record.

Returns
Record

Example

```
include 'scripter.g'
ds.load('imager_scripter.g');
print ds.getcommands()
```

---

scripter.reset - Function

Package	**utility**
Module	**tasking**
Tool	**scripter**

Removes all the logged commands

Synopsis
reset()

Description
Removes all current commands. The scripter is then empty.