

Nine Macros at Your Fingertips
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The included macro featured this month, PLAYBACK.WPM, lets you quickly either play back one of the last nine macros you've recently used or run a macro right from the macro directory.

Using the Macro

Before anything else, you'll want to map the macro to the (Alt-F10) key on a keyboard, which makes the macro even easier to use.

To map the macro to a keyboard, at a clear document screen press Setup (Shift-F1), (5) Keyboard Layout. If you're not already using a special keyboard, press (4) Create, type "playback" and press (Enter). If you're using a special keyboard, highlight the keyboard.

Press (7) Edit to go to the Keyboard: Edit screen. To add the PLAYBACK.WPM macro to the keyboard, press (7) Retrieve. At the Key: prompt, press Macro (Alt-F10). At the Macro: prompt, type "playback" and press (Enter). Press Exit (F7), (1) Select and Exit (F7) to return to the document screen. The macro's now attached to your Macro (Alt-F10) key, ready to use.

When you run the macro, the other document screen needs to be clear or you'll receive a message Clear Screen X (where X represents the other document screen number), and the macro quits.

To use the macro, press Macro (Alt-F10). You'll see a prompt that says Macro (↓):. You can do one of four things:

- Type the name of your macro and then press (Enter).
- Press List Files (F5) to go into your macros directory and run the macro right from the list.
- Press (Down Arrow) to retrieve the list of the last nine macros and run the selected macro.
- Press (Enter) to run the temporary macro (if you've created one).

Option 1: Playing a Macro

The first option lets you play a named macro. Press Macro (Alt-F10), type the name of the macro, such as calc (which ships with WordPerfect), and press (Enter). A prompt ERROR: File not found – PLST briefly appears the first time you use this new feature. The macro automatically creates the PLST file and stores the macro name there. The Calculator dialog box appears. Press Cancel (F1) to clear the calculator macro and return to your document screen.

Option 2: Playing a Macro from List Files

This option is easy to use. To run a macro from List Files (F5), press Macro (Alt-F10). At the Macro (: prompt, press List Files (F5). You'll be taken to the default macros directory. Highlight the macro you want to run, such as LABELS.WPM, and press (Enter).

Option 3: Using the Play Macro Dialog Box

To use the Play Macro dialog box, press Macro (Alt-F10) and (Down Arrow). You'll see the last macros you played (see figure below). Use the (Up Arrow) or (Down Arrow) keys to highlight the macro you want to run again and press (Enter) to run the macro or Cancel (F1) to go back to the document screen. As you run various macros, the list grows to nine selections. The most recently played macro is always at the top of the list.



One more thing: Only named macros appear in this list. Alt-letter macros don't appear unless you ran them from List Files (F5), nor does your temporary macro.

Option 4: Playing a Temporary Macro

The last option you can choose is to play a temporary macro by pressing Macro (Alt-F10), (Enter). Of course, this works only if you've created a temporary macro. The temporary macro runs, but the macro won't be added to the Play Macro list.

Understanding the Macro

Line 1 turns off Reveal Codes and Display. Line 2 tells the macro to go to {LABEL}Cn if the Cancel key is pressed. Then {LABEL}SwOn is called, which checks to see if Block is on. If Block is on, it's turned off. Line 2 then switches to the other screen and notes the screen number. Lines 3-6 check to see if the other screen is clear. If it's not, you're taken back to the starting screen. {LABEL}SwOff is called, which reblocks anything that may have been blocked before. The macro then prompts you to clear the appropriate screen and quits on line 5.

Line 7 takes you back to the starting screen and prompts you for your macro using the prompt Macro (↓):. The {ON ERROR} command on line 8 creates the PLST file if it doesn't exist. The PLST file holds the names of the macros that have been played.

Line 9 detects which key you pressed and goes to the correct label in the macro. Line 10 redisplay the Macro (): prompt plus the initial key you pressed, if it was alphanumeric. Line 11 saves the name of the macro you typed to variable MacNm. Lines 12-13 switch to the other screen, retrieve PLST, save the macro name you typed to the list and return to the original screen. Line 14 runs the macro you typed and quits.

If the (Down Arrow) key is pressed on line 9, lines 15 and 16 retrieve the PLST file, then call {LABEL}AsgnPLst on lines 28-32 to copy the macro names from the PLST file into variables. At that point, {LABEL}Display on lines 33-48 is called, and the macro names in the variables are displayed in the Play Macro dialog box.

Lines 49-50 are used to evaluate your keystrokes while you're in the Play Macro dialog box. If you press (Down Arrow), {LABEL}Dn on lines 51-59 is called. If you press (Up Arrow), {LABEL}Up on lines 60-68 is called. If you press (Enter), {LABEL}En on lines 69-74 is called.

If List Files (F5) is pressed on line 9, lines 17-27 go into the macros default directory, where you can highlight the macro you want to play and press (Enter).

Lines 75-76 check to see if Block is turned on; if it is, they turn it off and set a flag.

Line 77 checks to see if a flag exists (which means that Block was turned on) and resets the block.

Line 78 creates the PLst file if it didn't previously exist.

If (Enter) is pressed on line 9, line 79 runs the temporary macro if it exists.

If an invalid key was pressed in the Play Macro dialog box, line 80 beeps then redisplay the dialog box. Or if cancel is pressed, line 80 erases the dialog box from your screen.