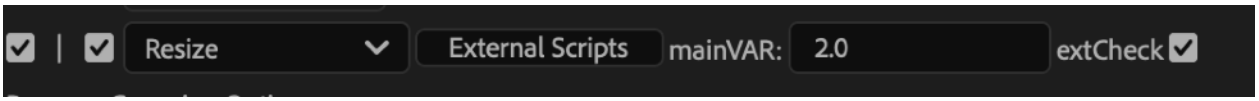


What are the external scripts all about?

Once the core functionality of Rename-a-Duper was complete, there was a need to add additional functionality for in-house needs. Rather than tweak things internally, it became possible and more practical to have the main script run helper-scripts to accomplish the same things.
And then it became apparent that this opened up a whole bunch of new functionality and features!
(But be cautious not to accidentally leave them on when not needed!)

Running from the main UI

To have the options to run externals scripts, click the Main Preferences checkbox to reveal the preferences window and in the UI Options, check the External Scripts Options checkbox.
Which will then reveal the External Scripts row in the main UI.



Much like other functions in Rename-a-Duper, on the left side there are checkboxes to determine where to apply to the Main comp and/or Pre-Comps.
The External Scripts pulldown shows all the enabled external scripts that are available.
The External Scripts button reveals the External Scripts pop-up that is used to configure all external scripts, what they are named in the pulldown and individual script settings.
The mainVAR input is an input that allows additional input for external scripts to use, and the extCheck checkbox also adds functionality to external scripts. Not all external scripts make use of these.

Configuring External Scripts



In the External Scripts configuration window there is the option to configure 10 different named sets of external scripts, which is set up to run one or two external scripts at the same time. (Path 1 and Path 2)
When checked, the name that is entered will appear in the External Scripts pulldown in the main UI,
The Path buttons are used to locate and select the external scripts from any file location on your computer.
The VAR: inputs are additional (code for “Variable”) inputs that are used specifically for each external script.
This might consist of a word or two, or considerably more, depending on the external scripts needs.

The External Scripts

Included are a handful of helper scripts, with more to come.

First and Last Split

Useful for converting a full name to a first and last name.
What this does is looks for text layers in a comp, when it encounters a layer that contains a specific word in it's layer name, it will them go into it's text and remove all trailing words to show only the first word. When it encounters the layer that contains another specific word, it will strip out the first word to reveal only the remaining words.



The above example shows how it's set up. The path is set to point to the location of the external script. the VAR: input is what it used to determine the layer names to identify, separating each word with a forward slash. So in this configuration, the script will look or any text layer that contains the word "first" in it, and will strip out all but the first word in it, and then it will search for the text layer that contains "last" in it and will strip out the first word in it's text. The search is not case-sensitive.



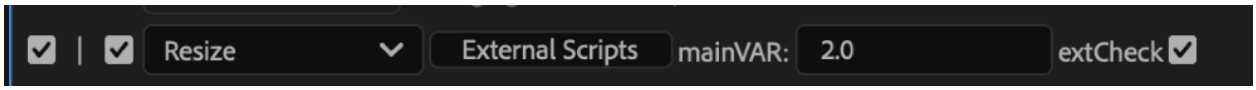
When the extCheck checkbox is checked while using this external script, it enables additional functionality that will then check if there are more than 2 words to split, and if it encounters that, it will bring up a dialog that will allow choosing how to split the 3 or more words. This is useful for determining things such as middle name placement, or if there are combinations of words to split.

Currently this external script only works with a two text layers in a comp

UnSolo

UnSolo will look thru any comps being processed and when it encounters layers that are set to Solo, it will then change them to Un Solo (and visible), while changing all the other previously visible layers to Hidden.
When extCheck checkbox is checked, it will then change the color label of all the previously visible layers to yellow, and will add a layer marker tag to those previously visible layers to indicate "Turned off by RAD Un-Solo script"

ResizeComps



This helper script will resize any comp or pre-comp being processed or duplicated by the value that is entered in the mainVAR input. A Value of 2.0 (as seen above) will double the dimensions of all comps, while a value of .5 will half the size of all comp dimensions - without repositioning or scaling the layers inside.

However, if extCheck checkbox is checked, it will process comps very similar to the "Scale Composition" script that comes standard with After Effects, and layers will be resized and repositioned to correctly fit into the new comp dimensions.
But this script is configured in a way that will work within Rename-a-Duper when recursively processes pre-comps within, so that pre-comp layers will not be resized (because their comp size might be later resized).
*To work properly when pre-comps exist in the comps but are not intended to be recursively processed, it's important to lock these pre-comp layers so that the Resize script will know they are not going to be recursively resized. This works with the Rename-a-Duper settings are set to skip locked precomps as well.

RemoveUnusedEffects

Removes any effects that are applied but turned off on every layer in the comp being processed or duplicated

Change all text Uppercase

Helpful when you want all the text in the comp to be changed to Uppercase, but renamed comp names will not be affected.
Locked layers are skipped.

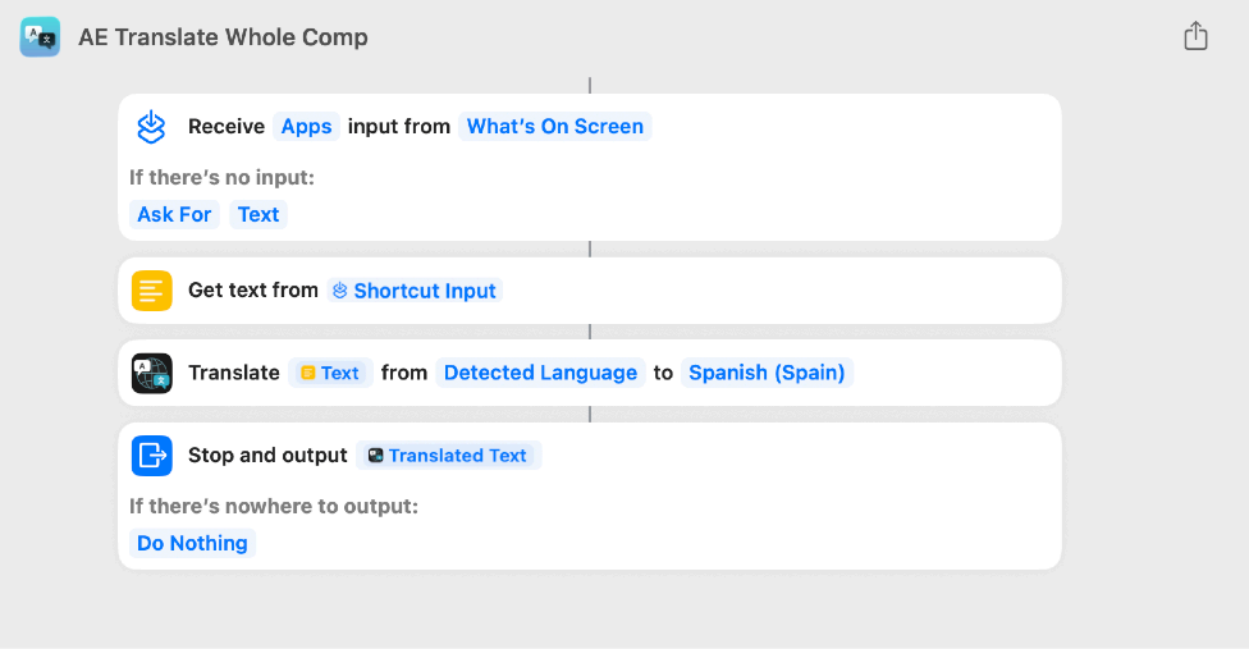
Change all text Lowercase

Similarly helpful when you want all the text in the comp to be changed to Lowercase, but renamed comp names will not be affected.
Locked layers are skipped.

Translate Whole Comp

Mac only.
This was an experiment to see what was possible using the Apple Shortcuts app to translate text layers.
But it's also possible to have it process other shortcuts as well.

First set up an Apple Shortcut, using this setup, note how the shortcut is named:
"AE Translate Whole Comp"



Then in the script configuration, set the script VAR to: AE Translate Whole Comp
this will then have the script run that shortcut by it's name



So when run, the script will then try to translate every text layer in the comp.
Depending on which language is selected in the Shortcut
But additional shortcuts can be made for different languages and then assigned using different external script settings.
If extCheck checkbox is checked, it will skip locked text layers.

More helper scripts to come!

There are more external scripts in the works that will help do additional helpful things.
If you have any suggestions or special requests, give a shout at:
https://garyreisman.com/gfx where I'll be posting some helper scripts and tutorials as well.

-Gary Reisman