Installation of ArchiveXojo

The *Archive Xojo System* is distributed as a zip file. Unzip that file to find 4 pieces.

1. **ArchiveXojo** (database)
2. FormatCode (IDE Script)
3. GrabAndAppend (IDE Script)
4. CaptureXojoCode (AppleScript)

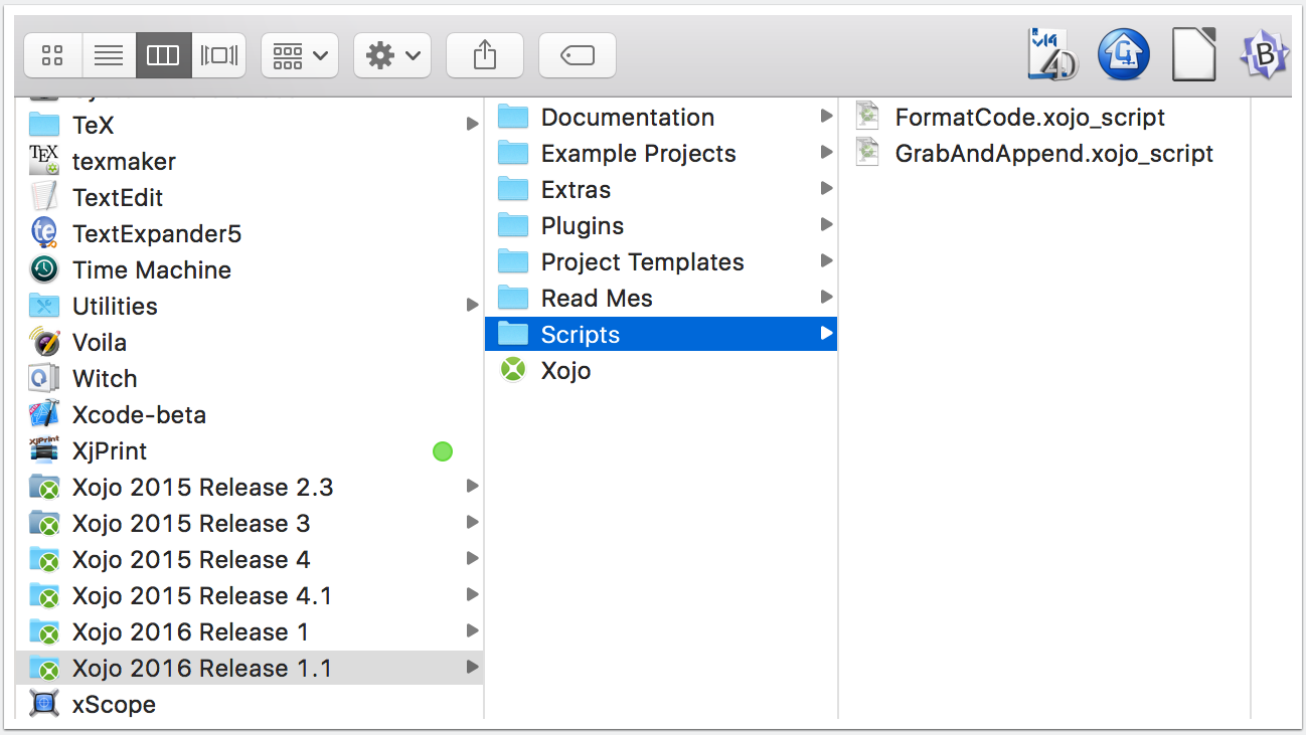
ArchiveXojo

Essentially, this is an application. Like many applications on a Mac, it is also a package. Generally, this would be placed in the *Applications* folder.

FormatCode (IDE Script)

FormatCode is an IDE Script developed by Jeremey Cowgar. This, when activated, formats Xojo code in a consistent and attactive format. It is useful to format your code in such a way before importing into **ArchiveXojo** because it makes comparing versions of code much simpler when they are formatted with the same rules.

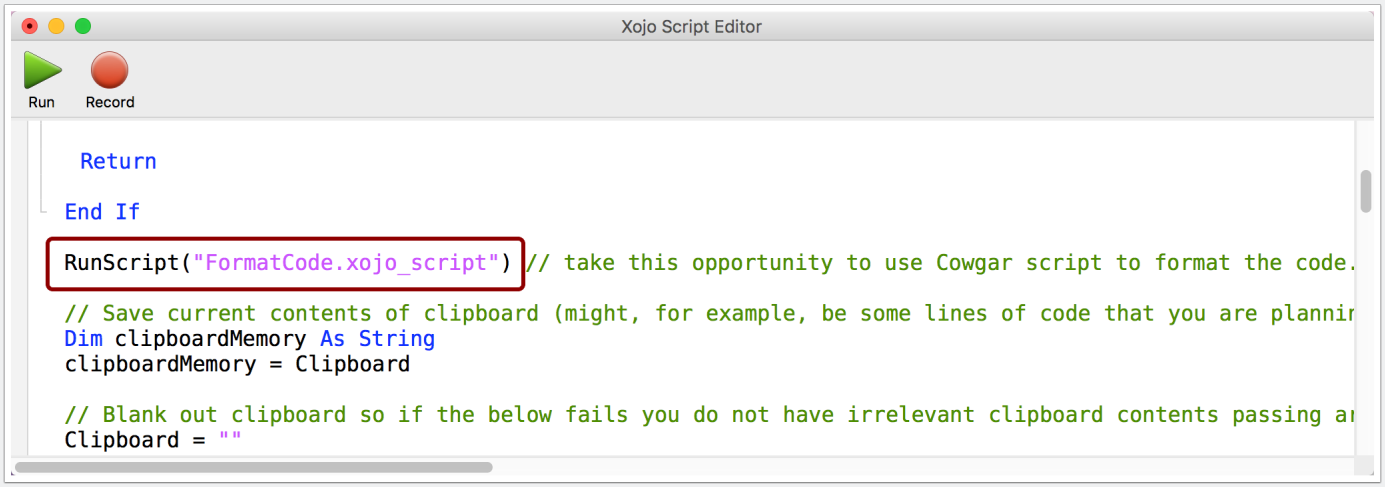
This IDE Script should be placed in Scripts folder of the version of Xojo currently being used. Below is the image of the *Scripts* folder that is part of the Xojo 2016 Release 1.1 showing the two IDE Scripts that come with the *Xojo Archive System* placed in their correct location



GrabAndAppend (IDE Script)

As with FormatCode, this script should be placed in the correct Scripts folder. (see above). One line of this script will eventually have to be modified so that it "knows" where your copy of the AppleScript file CaptureXojoCode is.

GrabAndAppend actually calles the FormatCode in its first few lines. It will expect that it is in the same folder with FormatCode. Generally, if you use the *Xojo Archive System,* you can format your code and send it off to the **XojoInfo.txt** file all in the same step. Below, you can see the first part of GrabAndAppend where it calls the FormatCode script



Shortcuts for IDE Scripts

The below describes using ^G and ^F as IDE shortcuts. As of Xojo 2016, release 3, the Control-G (^G) no longer is permitted. Xojo changed so Control (rather than Option) brings up the script for *editing*. I now use Option-Command (⌥⌘G) as my shortcut to execute the script.

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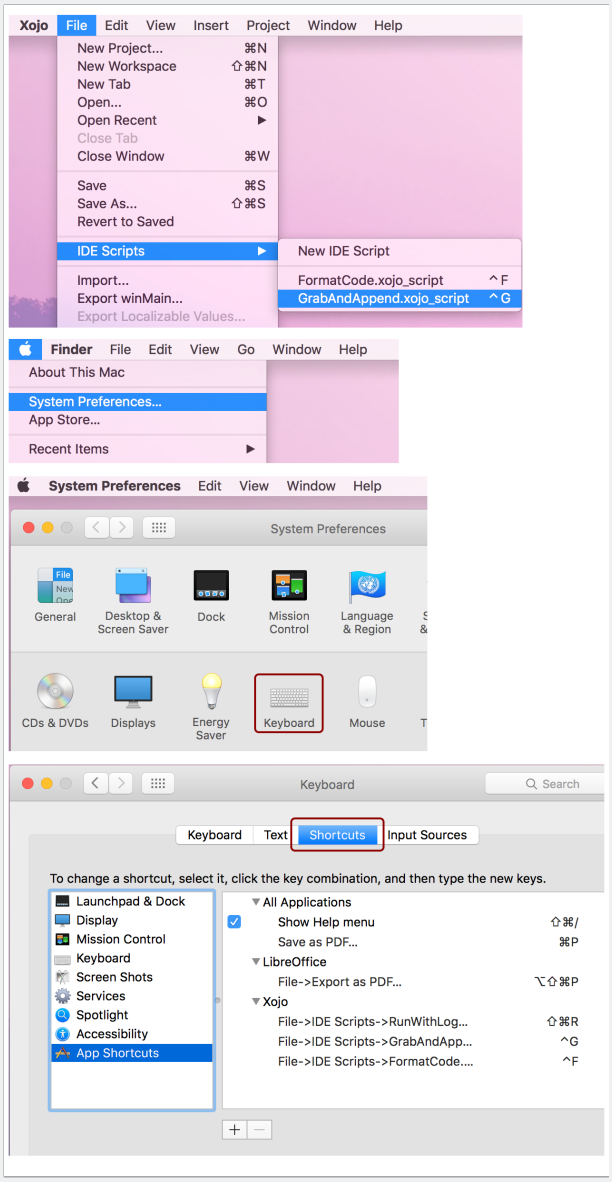
It is convenient to have a keyboard shortcut to launch IDE Scripts, in particular, GrabAndAppend. I assigned Control-G (^G) in my case. You could use other shortcuts as you see fit. Shortcuts are created using the *System Preferences* as shown below. Under *System Preferences* you choose Keyboard and then the Shortcuts Panel. Choose App Shortcuts and create one for Xojo. Shortcuts are assigned to menu names. Provide the full name (path) of the menu item GrabAndAppend.xojo_script.

File->IDE Scripts->GrabAndAppend.xojo_script. Now whenever you type the Control-G (^G) keyboard shortcut, the action will take place.



CaptureXojoCode (AppleScript).

The AppleScript, CaptureXojoCode, could be placed in any number of locations on your hard drive. Ultimately, it is what you find convenient. Mine is in the default folder

that is used for AppleScripts you create. This is a somewhat obscure and awkward location. /Users/owl/Library/Mobile Documents/com~apple~ScriptEditor2/Documents/CaptureXojoCode.scpt (where owl is the name of this user).

The import thing is that, wherever you place the CaptureXojoCode file, you have to obtain the path to that file and pass that to the GrabAndAppend IDE Script. If you look at the code of GrabAndAppend, you will see that toward the end of that code, it calling the AppleScript of CaptureXojoCode. It cannot do that if it does not know where that script is. Once you have decided on a location, you have to inform the GrabAndAppend file. This is done by modifying ***one*** line of code from that IDE Script.

pathAppleScript = "/Users/owl/Library/Mobile Documents/com~apple~ScriptEditor2/Documents/CaptureXojoCode.scpt"

The purple text is the location (path) of my own copy of my CaptureXojoCode script. You will have a different path on your machine depending on the name of your user and exactly where you decide to place that AppleScript file. Edit the GrabAndAppend IDE Script, putting in **your** location for your CaptureXojoCode file. Save your customized version of the GrabAndAppend IDE Script.

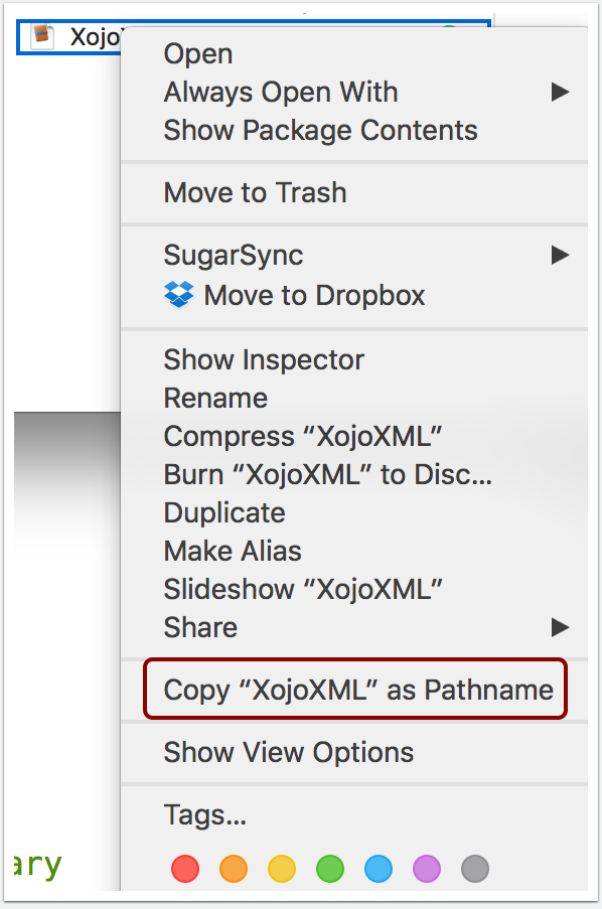
```
Clipboard = putOnClipboard

// Now run the AppleScript which is responsible for:

// 1. Grabbing the contents of the Clipboard created above and adding to it information about date and time
// 2. Making sure the designated folder path is complete on the hard drive
// 3. Appending this data to a text file that lives at the designated location and is created anew if necessary

// "osascript ""/Users/koala/Library/Mobile Documents/com~apple~ScriptEditor2/Documents/CaptureXojoCode.scpt"""
Dim pathAppleScript As String
pathAppleScript = "/Users/owl/Library/Mobile Documents/com~apple~ScriptEditor2/Documents/CaptureXojoCode.scpt"

Dim commandAsVariable As String
Dim lookForAppleScript As String
Dim DQ As String
DQ = Chr(34) // This is the double quote: "
```

Getting the path of a file on your Mac.

This is a nice trick to learn if you are unfamilar with it. To get the path of any of your files, right click on the name of that file with the Option key held down. One of the options in the pop-up will be Copy <name of file> As Pathname. The path to that file will now be on the clipboard and you can paste it wherever you might want. This is a convenient way to get the pathname of your copy of CaptureXojoCode and paste it into the GrabAndAppend IDE Script,