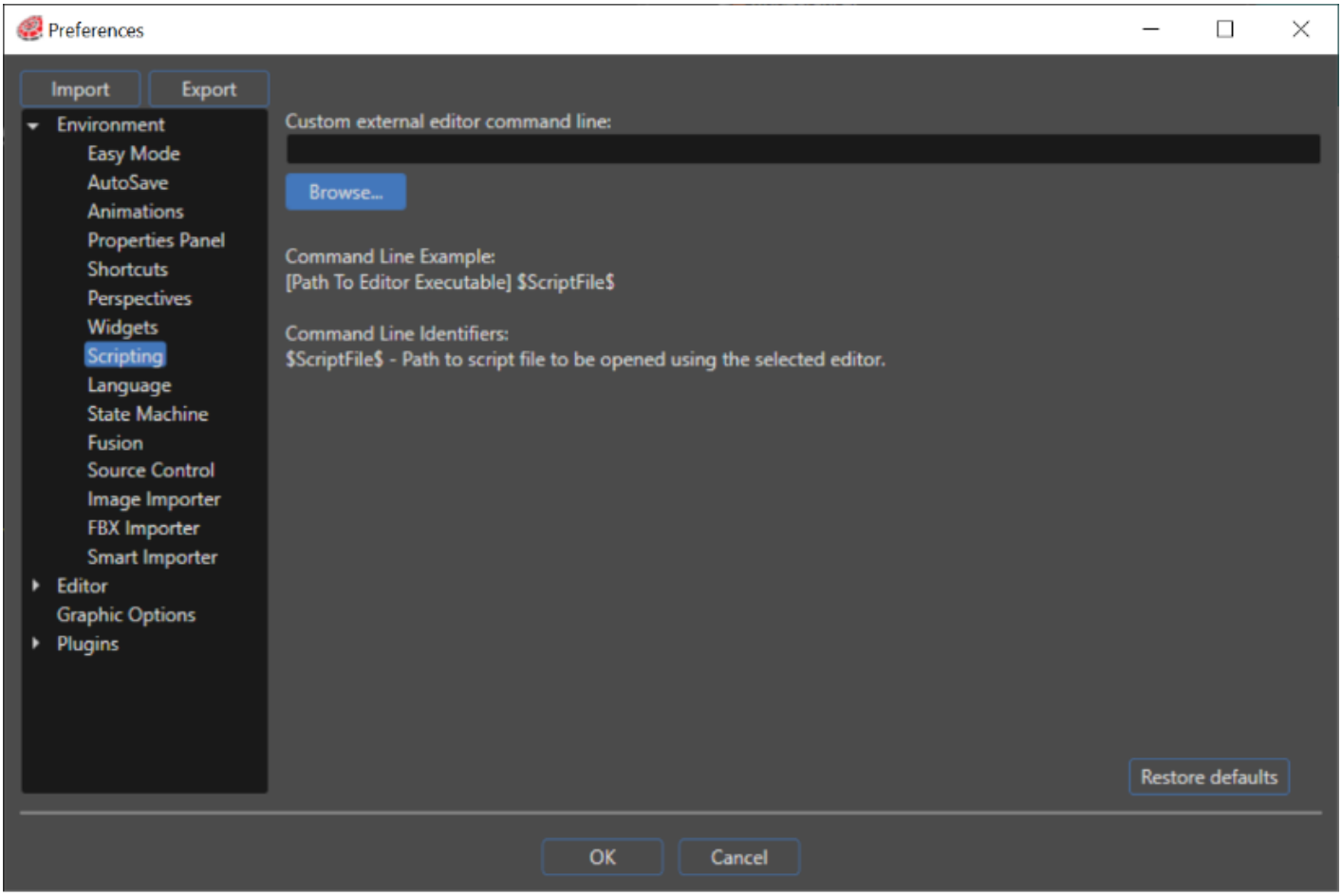
Scripting

The user can edit scripts by using an external editor, too. The script code will be automatically updated and validated in SceneComposer after any modification in the external editor. Any error will be showed. To set up the path to the external editor a specific section is available in "Preferences" panel (see the image bellow).



Here the user can browse and select the external editor. As it is mentioned above, after the selection of the external editor any script that will be edited in it will be automatically updated and validated in SceneComposer.

Revision #5
Created 2023-02-14 07:55:41 UTC by Kanai Tomoaki
Updated 2025-09-04 03:19:00 UTC by Kanai Tomoaki