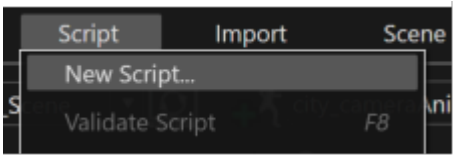
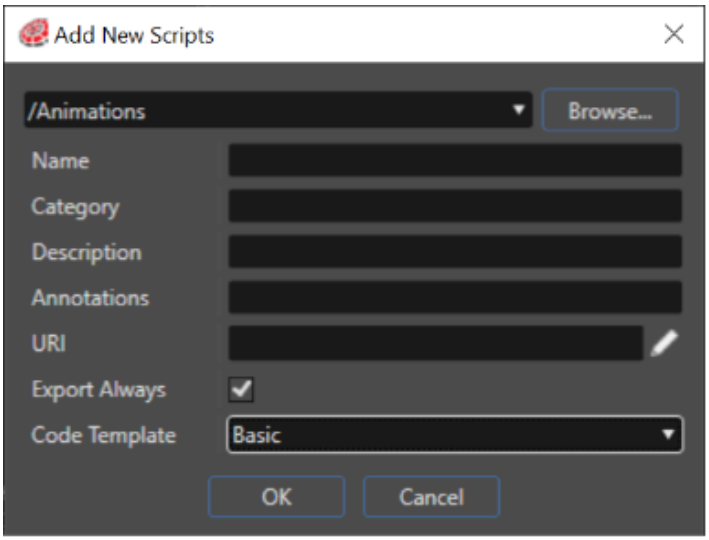
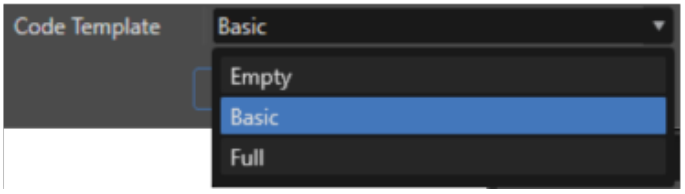
New Script

A new script is created using the "New Script" menu item.



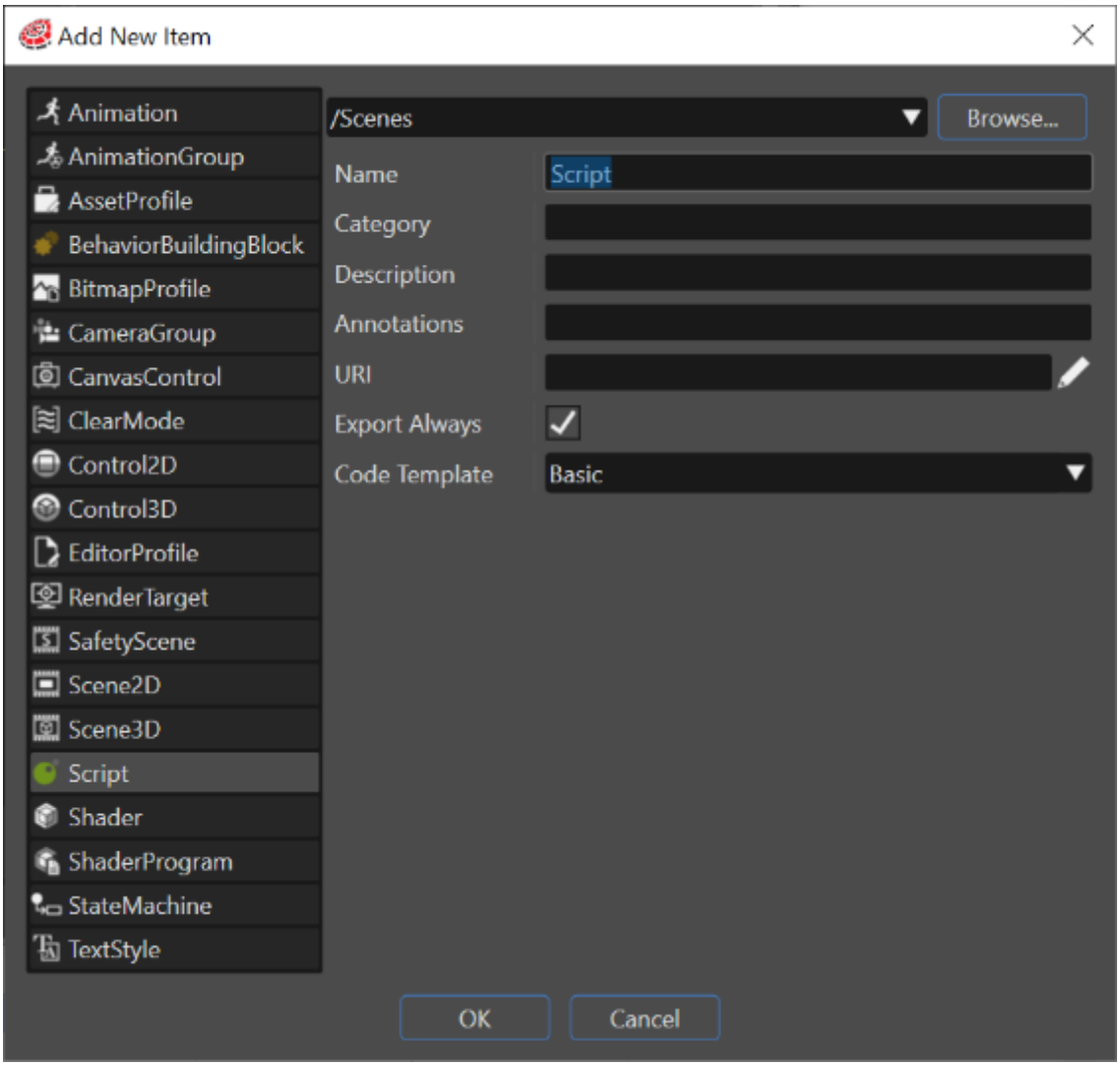
Selecting the item will prompt a dialog to enter a name.



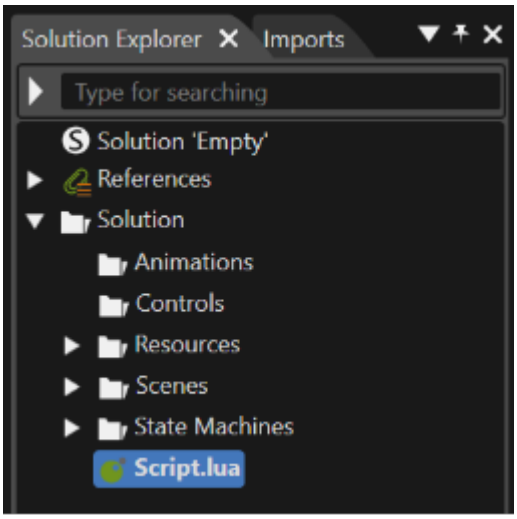


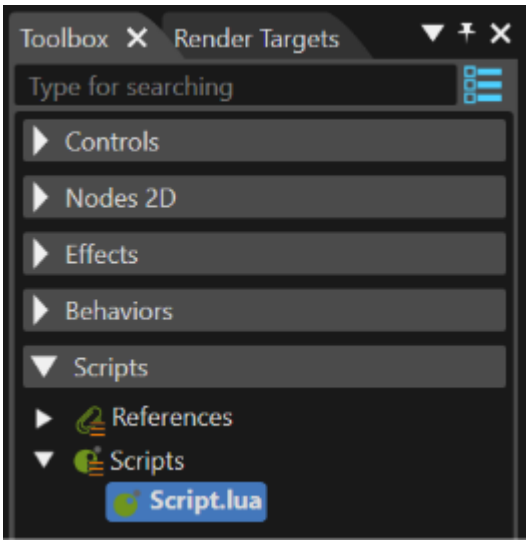
Depending on the option 'Code Template' in the dialog, the newly created script will either be empty (Code Template: Empty), contain commonly used callback functions (Code Template: Basic), or contain the full set of callback functions for the user to implement (Code Template: Full).

Alternatively, scripts can be added to a solution via "Add" > "New item" option by using the Solution Explorer context menu.



Scripts will show up in the Solution Explorer and the Scripts section of the Toolbox with the postfix ".lua".





Revision #4
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