

Meta Command Creation

Combining Pipeline Scripts into a Meta-Command

This is an example for creating a meta-command in Visual3D.

1. Suppose you have a pipeline script that generates a metric or some sort of result.
2. Suppose also, that you have a second script that needs the result of the first script.
3. Finally suppose you are tired of calling 2 scripts and want to do it all at once.

Here is an extremely simplistic example. Script1 below prompts you to enter a number, and script2 prints it out.

(Note: Naturally, these scripts will not run separated like this – the input value would have to be stored somewhere. Using a Call_Script command also fails because it does not pass data.)

```
Script1.v3s:
Prompt_For_Pipeline_Parameter_Value
/PIPELINE_PARAMETER_NAME=the_input_number
/PROMPT=Pick a number!
;
```

```
Script2.v3s:
Set_Pipeline_Parameter
/PARAMETER_NAME=output_text
/PARAMETER_VALUE_PREFIX=Your number was...
/PARAMETER_VALUE=:the_input_number
;
```

Here is a process to modify the scripts so that they work together:

1. Convert the second script to a meta-command
1. Save the new meta-command in the proper Visual3D directory
1. Edit the first script to call the meta-command

Edit **Script2.v3s** and change it to the following, and save it as **number_game.v3m**. Note that the meta-command syntax is simply a few lines as a header, and then changing any input parameter names to match. For the syntax of the header see [Pipeline_Commands:Meta_Commands](#).

```
! BEGIN_META
```

```
! META_CMD_NAME=number_game
! META_PARAM= THE_NUM: string ::yes
! END_META

Set_Pipeline_Parameter
/PARAMETER_NAME=output_text
/PARAMETER_VALUE_PREFIX=Your number was...
/PARAMETER_VALUE=: :THE_NUM
;
```

Copy the file **number_game.v3m** to the meta-command directory: Possibly: C:\Program Files (x86)\Visual3D v5\ Plugins\Meta-Commands

Edit **Script1.v3s** and change it to the following:

```
Prompt_For_Pipeline_Parameter_Value
/PIPELINE_PARAMETER_NAME=the_input_number
/PROMPT=Pick a number!
;
number_game
/THE_NUM=: :the_input_number
;
```

That's it. Restart Visual3D and run the new **script1.v3s**.

Note also that if you copy script1.v3s to C:\Program Files (x86)\Visual3D v5\Plugins\Scripts then the script will show up in the box on the workspace tab in Visual3D for easy access.

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