

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 two 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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