

Class 31: Getting Started with Script-Fu

Held: Tuesday, 24 October 2006

Summary: Today we begin our investigations of Script-Fu, the Scheme-like language used for programming GIMP.

Related Pages:

- EBoard.
- Lab: Generating GIMP Images with Script-Fu.
- Reading: Scripting the GIMP with Script-Fu.

Due

- HW10.

Notes:

- There does not seem to be a convocation this week.
- There does not seem to be a Tuesday extra this week.
- Enough of you provided rational critiques of pair work that I will no longer require it.

Overview:

- About Script-Fu.
- Lab.
- Reflection.

About Script-Fu

- Almost every large program benefits from having an associated programming language so that users can automate tasks.
- The first associated language for GIMP was Script-Fu, a variant of Scheme based on SIOD, yet another variant of Scheme.
 - Some of the things you want to do in Scheme are not available in Script-Fu.
 - Script-Fu is not nearly as friendly as DrScheme.
- Almost everything you can do by hand in GIMP, you can write a Script-Fu command or procedure to do.
- Rather than talking a lot about this issue, I'll let you play.

Starting Script-Fu

- Xtns->Script-Fu>Script-Fu Console
- Type (load
"/home/rebelsky/Web/Courses/CS151/2006F/Examples/gimp.scm")

Lab

- Do The lab on Script-Fu.
- *Be prepared to reflect!*

Reflection

- What was your favorite part of today's lab?
- What was your least favorite part of today's lab?
- What advantages, if any, are there from being able to write Script-Fu commands for GIMP?
- What else would you like to learn about Script-Fu?
 - I won't necessarily follow your guidance, but I might.

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