The Simple Way to Get Action Scripts to Play Back Where You Click the Mouse.

Introduction.

ArtRage Action scripts are a simple way to record an event and be able to easily play it back into an existing document. For example you could record an Action to put your signature on a painting, or to add your business logo to a painting.

When you play a recorded action script back, the recorded strokes are played back exactly how and where you recorded them. If you're playing back to a new layer, or recorded the action to create a new layer on playback, it's easy enough to move the layer contents to align the result of the action to where you correctly want it positioned.

But wouldn't it be nice if you could have the action script play back where you click in the canvas? This tutorial will demonstrate how to easily change an action script to play back where you click the mouse.

Record your action script.

1. From the ArtRage menu bar open the 'Tools' menu then open the 'Actions' sub-menu. Select the 'Actions' option to make the Actions panel visible.
2. In the Actions panel click the 'Record Action' button.
3. In the Record Action panel enter the name 'Flower'
4. Ensure the 'Record on New Layer' option is turned **off.**
5. Click the 'OK' button to begin recording.

The very first stroke that happens will define the centre point of where the script will play back. We're going to paint a flower and we want the flower to be centred where we click the mouse.

1) Paint a dab of paint at the centre of your flower. This defines where the script will start playing later when we do a mouse click.
2) Paint your flower petals
3) Paint the centre of the flower how you want it.
4) Click the stop recording button.

You should now have an action called 'Flower' in your actions list. If you clear the current layer and play the Flower action, you should get the same flower painted back where you originally painted the flower.

Locate the saved action script and open for editing

We're going to edit our saved action script with a text editor – probably NotePad on Windows, or TextEdit on OSX. (If you want to use a different text editor you may need to be aware ArtRage script files are required to be in UTF-16 text format.)

1) From the ArtRage menu, open the 'Tools' menu, and open the 'Actions' submenu. Select the 'Actions Folder…' option. This should open your operating system's file browser.
2) Using NotePad on Windows, or TextEdit on OSX open the file Flower.arscript for editing.

3) The first lines of your script should look similar to this:

```
//=========================================================================
//=========================================================================
//                            ArtRage Script File.
//=========================================================================
//=========================================================================


//=========================================================================
// Version Block - Script version and ArtRage version:
//=========================================================================

<Version>
    ArtRage Version: ArtRage 3 6
    ArtRage Build: 6.0.0
    Professional Edition: Yes
    Script Version: 1
</Version>


//=========================================================================
// Header block - Info about the painting/person who generated this script:
//=========================================================================

<Header>
    // === Project data
    Painting Name: "Untitled"
    Painting Width: 1280
    Painting Height: 994
    Painting DPI: 72
    Mask Edge Map Width: 1280
    Mask Edge Map Height: 1024
    // === Author data
    Author Name: ""
    Script Name: "Flower"
    Comment: ""
    Script Type: ""
    Script Feature Flags: 0x000000000
</Header>


//=========================================================================
// Script data follows:
//=========================================================================

<Events>
```

 And then following the <Events> tag should be the actual recorded events for the painted leaf.
There should be several <StrokeEvent> blocks, and loads of lines which start with 'Wait: 0.019s' (or
similar).

Make one tiny change!

1) After the <Events> line, add one new line of ArtRage script code
   `WaitResumeAtMouse()`

That's it. Seriously. Save your changed Flower.arscript. Now when you play it from the actions
panel, ArtRage will pop up a notification "Waiting for Click". Click somewhere in your painting and
your flower will be painted, centred on the mouse (because we painted the centre of the flower
first).

WaitResumeAtMouse() tells ArtRage to stop playing a script, and wait for a mouse or stylus click in the canvas. When the mouse click happens ArtRage plays all the subsequent stroke events as though they were recorded from that location.

In case it doesn't work…

Check you typed (or copied from this tutorial) the command correctly: WaitResumeAtMouse()

Check the start of the <events> block looks like this:

```
<Events>
WaitResumeAtMouse()
```

Then there will either be a <StrokeEvent> block, or an event command beginning with Wait: 0.000s
        EvType: Command   CommandID:

Conclusion.

You can easily make any recorded action script play back at the mouse click location in your ArtRage canvas. Remember that the first recorded stroke starts playing back from the mouse click location.