

# Smart Mover User Manual



Version 4.2.0 October 4, 2006

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## Warning

Smart Mover can improve workflow and streamline tasks by automating many processes that are usually done manually. But setting these tasks up incorrectly, system, or programming errors can result in the lose of critical data.

It is very important that you back-up all important data and system files and maintain those backups in a safe place. You should also keep access to this program secure from unauthorized users.

Please read the enclosed license agreement carefully for more information.

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# Section 1 - Introduction

## I. Overview

Most businesses use computers to power the processes that make the businesses profitable.

However much of the power of the computer lies dormant in that many of the processes that are completed day to day require interaction between the computer and the user. The reality is that many of these manual tasks can be automated, freeing up the user to perform other tasks and functions that the business can use to become more profitable.

## II. Purpose

Smart Mover was created to help make the process of working with computer files and information more automated.

Smart Mover allows the user to create an unlimited number of “**Processes**”. In turn, each of those Processes is composed of a series of individual “**Tasks**”. The Processes can then run unattended on a scheduled basis.

Smart Mover has the ability to perform the following Tasks:

1. Move files/folders
2. Copy files/folders
3. Delete files/folders
4. FTP Get and FTP Put files
5. Get E-mail from servers
6. Perform complicated Regular Expression search and replace functions on the contents of a text file.
7. Compress and decompress files - Support for compression and decompression is provided via the .zip format or the StuffIt format. Support of StuffIt files is Macintosh only feature and requires appropriate licensing from Allume ([www.stuffit.com](http://www.stuffit.com)).
8. Run Application - This task allows the user to write an AppleScript or other applications that do not require user input.
9. SCE (Smart Connection Enterprise) functions. These include Uploading, Downloading and Deleting files from the Enterprise system.
10. Process jobs using InDesign Server

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For example a Process could be set up to:

- A. Move a file from Folder A to Folder B.
- B. While the file is being moved all occurrences of the word “Stocks” could be replaced with the words “Bonds” and all line feeds could be removed.
- C. The resulting file could then be compressed (“Stuffed”) and sent via FTP to a remote server.

### **III. Operating System requirements**

Smart Mover requires Apple Macintosh Mac OS X 10.2 and above running on a PowerPC machine with at least 20 MG of available RAM and 20 MG of disk space.

If Smart Mover is being deployed on the Windows platform, it requires Windows 98 or higher running on a Pentium 2 or equivalent processor with at least 20 MG of available RAM and 20 MG of available disk space.

Smart Mover requires IP Network access to perform the Internet related tasks such as FTP Get or Put and to Get E-mail.

QuickTime needs to be installed on the machine to include previews and thumbnails on most SCE Upload Tasks.

### **IV. Support contacts and information**

Support for Smart Mover is available from your WoodWing distributor.

### **V. Mover Installation**

Simply copy the Smart Mover application file into the desired folder on your hard disk.

### **VI. Mover Registration**

The first time you run Smart Mover on a given machine, you will be asked to enter your serial number. You can run the application in an unregistered mode by leaving the serial number blank.

A unregistered version of Smart Mover will run through 5 Process cycles and then stop. To use the application for another 5 cycles restart the application.

Once Smart Mover has been registered this limitation is removed.

If you ever need to transfer Mover to another machine, you can click the UnAuthorize button found on the About Smart Mover window.

## VII. Backing Up Your Mover Settings

As you will see, setting up Smart Mover Processes and Tasks is quite simple, but nevertheless, in case of an equipment failure, you would not want to have to do it all again. For this reason, you can “backup” all of the current settings using the “Backup Settings” menu located under the “File” menu.

Simply select the “Backup Settings” menu item (only available when the Process Timer is off) and select a backup destination folder from the presented dialog. This will copy the folder “Smart Mover” from your system preferences folder to the location you specified. All of your Process and Task settings are stored in this folder. Should you have an equipment failure requiring you to use another machine, just copy that backup folder to that new machine’s Preferences folder, remove “Backup” from the folder name, install the Mover application itself and you should be running.

### **A few additional considerations:**

When you backup the settings make sure that the backup files are stored on another machine or removable media. If the normal Smart Mover machine fails, having a backup on the machine that has failed will not do you much good.

If you do need to use the backup, and any of your Tasks were dependent on a local folder (i.e. on the failed machine’s own disk) then there is a good chance you will need to reset such Tasks.

In addition you will need to re-enter your serial number for the application so be sure to keep that information in a safe place.

## VIII. Major Changes in Version 4.2

InDesign Server support has been added. This Task will allow you to send jobs to InDesign Server where they are processed according to a user definable Script.

Support for SCEnterprise server version 4.2 has been added.



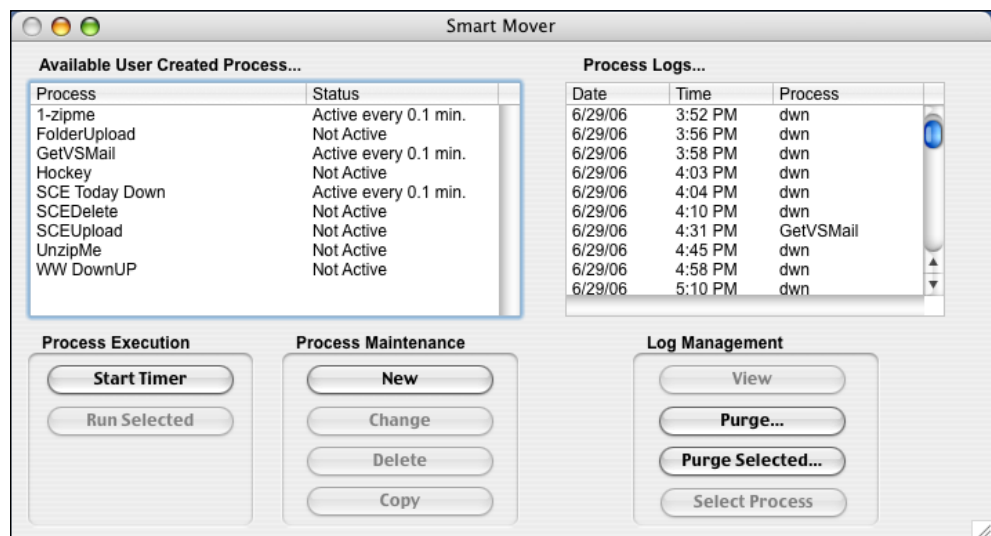
## Section 2 - Description of Mover's main window

### I. Smart Mover Status Window

After you have successfully installed Mover, started the application and run through the registration process, Smart Mover will present to the user the Process window. See example below.

This window is broken down into two areas: "Available User Created Process" and "Process Logs".

### II. Description - Available User Created Process...



Smart Mover main screen

Any previously created Process will be displayed in this list along with its Status. The Status names are assigned by Mover and include the following:

1. **Not Active** - indicates that this Process has not been made active in the Process Setup window and will not run when Mover's Process Timer is running.
2. **Active every (x min)** - indicates that this Process will run every X minutes when Mover's Process Timer is running (*only displays when the Process Timer is not running*).
3. **Next Run at hh:mm:ss** - indicates the time this Process will run next. (*Only displays when the Process Timer is running*) The time displayed is a combination of the last time the Process ran and the time interval assigned by user for the Process.
4. **Queued** - indicates that the Process is scheduled to run but the maximum number of running Processes has already been met. See Preferences Misc for more information.

Below the "Available..." window are five buttons:

1. **Start Time/Stop Timer** - Used to Start and Stop the Process Timer and thus run any

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Processes that are currently active.

2. **Run a Process Immediately** - Selecting a Process from the window and then pressing “Run” will cause that Process to run once immediately. This is a good way to test an individual Process.
3. **New Process** - Use this button to create a new Process.
4. **Edit Process** - Select a process in the window and press this button to change the Process settings.
5. **Delete Process** - Select a Process from the window and pressing Delete will delete the selected Process. **Warning:** Once a Process is deleted it can not be retrieved. Smart Mover does require user confirmation before deleting a Process.
6. **Copy Process** - Copy the selected process. The copied process will appear in the window with the word **copy** appended to the end of the name.

### III. Description - Process Logs...

The Process Log window displays the results of all previously run Processes. The results in this window include the Date - Time the process ran and Name of the Process.

Logs are kept for two reasons:

1. Diagnostics: if a Process failed the Log text will help you determine why.
2. Audit Trail: when did a file arrive and how did it move through your system?

#### View Log button

Each Process Log contains more information about what happened when the Process ran. If the Process Log item is **RED** then an error occurred during the Process.

To find out about the error or to just see what happened when a Process ran, selected the log in the Log list and press the View Log button. Doing so will bring up another window with the detailed results of each step in the Process. Press “Close” to close the Log window.

#### Purge & Purge Selected....

The **Purge** button will purge the logs based on the settings in your Mover Preferences. The Process Timer must be turned off for this option to be available See **Section 3 - Preferences** for more information. The **Purge Selected** button will only purge the logs you have selected in the list.

#### Select Process

To help you find when a particular process has run, select it in the **Available Process List** and click the **Select Process** button. This will select and thus highlight all the log entries for that Process.

## Section 3 - Smart Mover Preferences

Before you start using Smart Mover there are several Preferences that you may want to set.

The location of the Preferences menu is based on the operating system you are using but regardless select it to open the window. You will see 3 tabs.

They are:

1. Extension Conversions
2. Log Purging
3. Misc.

### I. Suffix Conversions

Extension conversions allow you to set the Creator and Type of incoming FTP and E-mail enclosed files based on the file name extension. So, for example, if you would like to make sure that PDF files are going to open in Acrobat:

1. Press the “Add” button to add a listing in the window.
2. Navigate to an example file, for instance any good PDF file on your machine, and select the example file.

You are done. Now when Mover receives file with a “.PDF” extension it will assign the proper Creator and Type.

If you would like to delete a listed combination choose the combination from the list and press the “Delete” button.

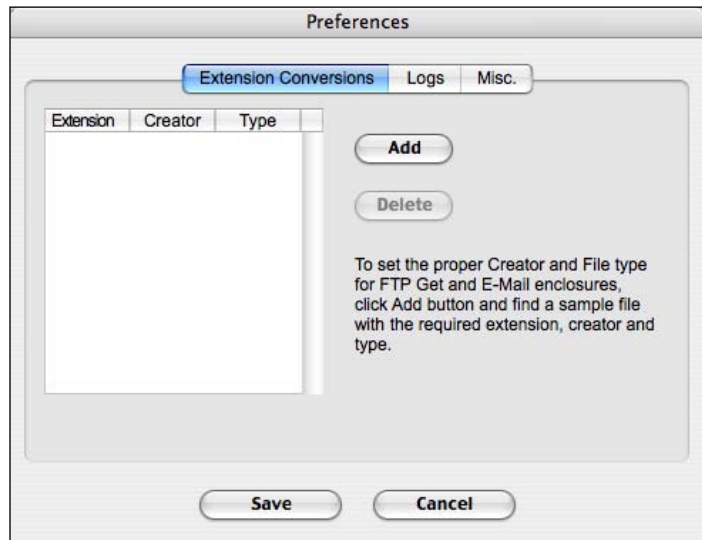
### II. Log Purging

Logs can be set to purge themselves on a scheduled basis instead of you, the user, pressing the “Purge Logs” button.

Just set the time that you would like to have Mover purge the logs. You probably want Mover to do this when it is not usually busy, maybe 1:00 am. Also set how many days logs are to be kept on the system.

We suggest less than 7 days. Keep in mind the purpose of the logs discussed in Section III “Log Window” to help you determine the proper setting for your application.

Chances are that some Process will run but that it will not do anything. For example, the Process may check an E-mail account but there is no new mail. If you do not want such a



*Smart Mover Preferences Screen - Extensions*

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“did nothing” Process logged then check the “Log Process that do nothing” check box.

If you are creating Process that include Smart Connection Enterprise Tasks and you need to record the messages send to and from the server, you can check the “Log SCE Server...” option. Doing this will create a sub-folder in the same folder as this application called “Mover SCELogs”. As each message is sent its text will be placed in a file in this folder. This can provide invaluable debugging help.

Do not leave this option turned on since it will negatively impact performance.



*Smart Mover Preferences Screen - Logs*

### III. Miscellaneous

The Miscellaneous section of the Preferences allows you to set the location of Stuffit Expander and DropStuff. This information is required if you want to use Mover to automate the stuffing or unstuffing of files. In addition, this tab allows you to set whether or not Mover will start its Process Timer automatically upon start up or require an operator to do that.

You can also set the “Maximum number of Running Process” Mover is allowed to run at the same time. If a Process is scheduled and this number would be exceeded then it will be “queued” and will not run until another Process is completed. Queued Process are noted in the Process List Status column and a colored orange. But queued Process do not run according the the oldest first. Instead the topmost Process in the list will be run first. This allows you to set a crude form of priority by naming more important Process lower alphabetically. You may also precede the Process name with numbers to more easily set the priority.



*Smart Mover Preferences Screen - Misc.*

**Windows Note:** in this window only the ‘Application Options’ selection is available.

### IV. Saving

If you do not wish to save any changes you have made to any of your Preferences click the “Cancel” button. Otherwise click “Save”.

#### Notes:

The Preference menu will not be enabled if the Process Timer is running.

## Section 4 - Creating and Editing Processes

Every Process is made up of one or more Tasks and each Task has appropriate settings that need to be designated for it to operate. Following is a description of how that is done.

### I. Create a new Process

To create a new Process, click the “New Process” button on the Status Window. You will immediately be presented with the dialog to the right asking you to enter a name for this new Process. Enter something meaningful like “Get support mail” or “Delete old files”. Then click OK to proceed with the creation of the Process. Click Cancel should you decide not to create a new Process at this time.



*New Process dialog*

Processes can have a max of 25 characters for Process names. Names can also not contain “:”, “\”, or “/”.

Now skip to part III below.

### II. Edit an Existing Process

Select the Process you wish to edit from the “Available User Created Process” list on Mover’s Status Window and click the “Edit Process” button.

### III. Working with a Process

If you are editing an existing Process or creating a new Process, you will see a dialog similar to the one on the next page. This is where you will set up all the Tasks and other settings for the current Process.

The “This Process is Active” check box controls if the Process is to run automatically when the Process Timer is running. And if it is “active” (check box checked) then “This Process runs every X minutes” controls how often it will run.

The list of “Available Tasks” on the left portion of the screen includes all the Tasks that are available regardless if they are used in this Process or not. To include one or more of the Tasks in this Process, select it in the list and click the “Add” button located to the right of the list. You will see that Task added to the “Tasks in this Process” list just to the right.

If you would like to remove a Task from the “Tasks in this Process” list then select it in that list and click the “Remove” button to the left of the list.

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## Changing the order of Task Execution

Since each Task is executed in the order it appears (top to bottom) in the “Tasks in this Process” list, you might need to change the order of execution. To do this, select the Task you need to change and click either the “Up” or “Down” button to change the order.

## Task Settings

Every Task requires some settings. For example: “Delete Files” needs to know which folder to delete the files from. So to create or modify these settings, select the Task in the “Tasks in this Process” list and click the “Edit” button. You will be presented with a dialog requesting all the appropriate settings for that Task. See [Section 5](#) for detailed information for each available Task.

Selecting a Task in the “Tasks in this Process” list will display that Task’s settings under the “Task settings summary”.

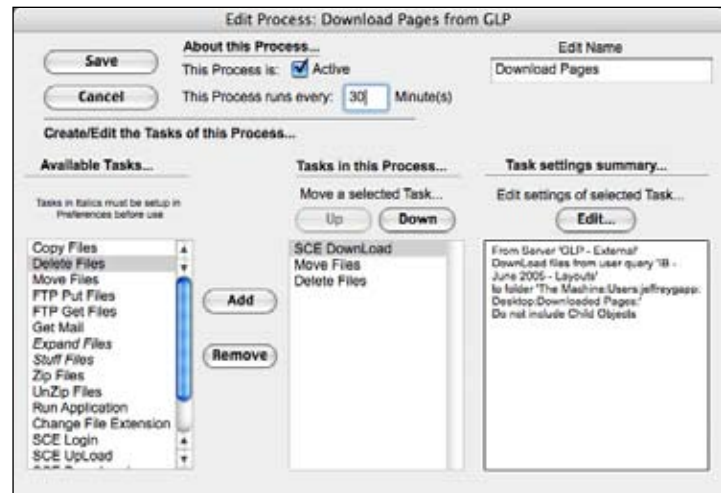
To rename a Process click in the ‘Edit Name’ field, highlight the text and type the new name for the Process.

Finally click “Save” or “Cancel” as appropriate to exit this dialog.

## Notes:

If you are editing a Process it will not run even if it is scheduled.

If using the Macintosh version “Expand Files” and “Stuff Files” are displayed in italics. Before you can use these Tasks you must use the Preference menu to setup those Tasks See [Section 5](#), Stuffing and Expanding Files. This is not an option under Windows.



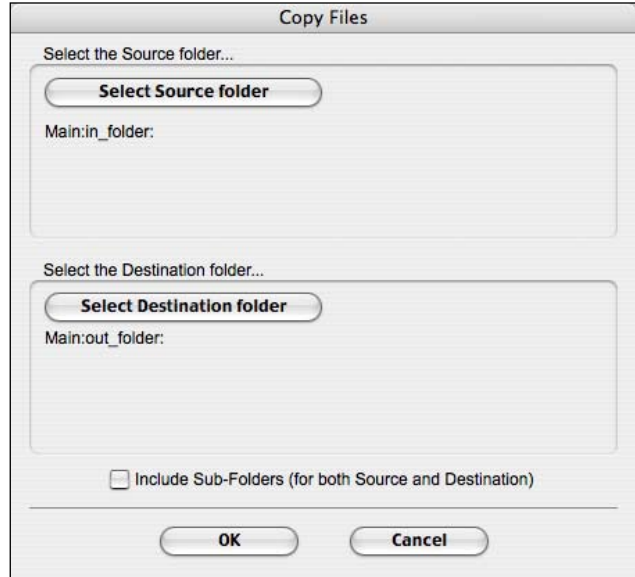
*Edit Process screen*

## Section 5 - Description of Tasks

### I. Copy Files

“Copy Files” is used to duplicate files in a “watched” or source folder into a destination folder. After completion of the process each file will exist in both folders. Should you want the files to be copied to the destination and not remain in the source folder use the “Move Files” task or follow this task with a “Delete Files” task.

To choose the folder from which the files will be copied press the “Select Source Folder” button. A Find Folder dialog will appear. Navigate to the appropriate folder, or if you need to, create a new folder at the location you wish. Select the folder and press the “Choose” button. The application will return you to the “Copy Files” screen and text describing the path to the folder you just selected will be displayed just below the button.



*Copy Files Task*

Repeat this process using the “Select Destination Folder” button and choosing the appropriate folder.

Optionally you may also choose to “Include Sub-Folders”. If this check box is not checked, then this task will ignore any folders that appear inside the “Source” folder. If the check box is checked then “Copy Files” will copy all folders located inside the “Source” folder along with their contents to the “Destination” folder.

After you have made the required choices, click the “OK” button to save the settings you have made or click the “Cancel” button to ignore any changes.

### Notes:

If a file of the same name already exists in the destination folder then it will be replaced.

If a file is “busy” at the time this task runs then it will not be copied.

If you do not move or delete a given file from the “Source” folder that file will be recopied every time this task runs.

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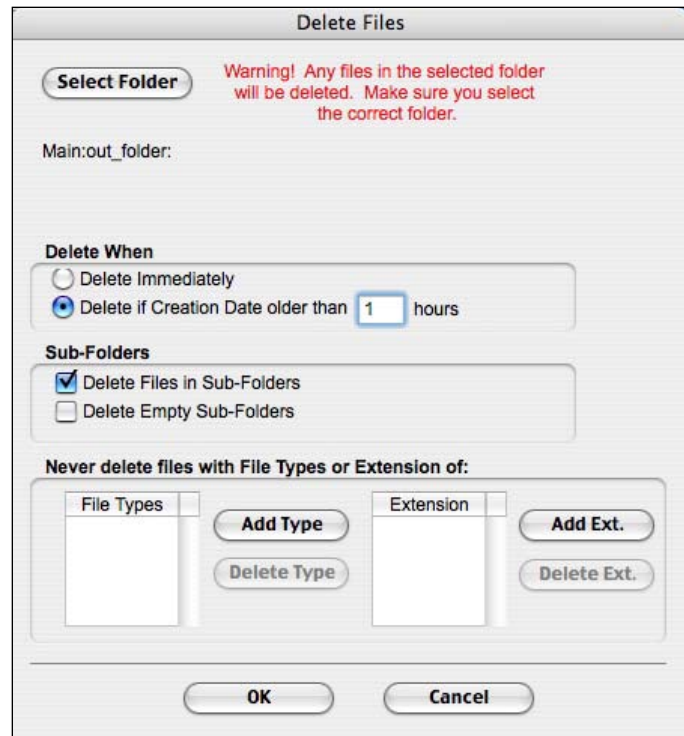
## II. Delete Files

Like some other tasks, “Delete Files” requires selection of a “watched” or source folder. Once the folder is selected, and based on some additional options, the Task will delete any file or folder that appears in that folder.

To choose the folder from which the files/folders will be deleted press the “Select Folder” button. Choose the folder that will contain the file that will be deleted.

Mover will not allow you to select an entire disk drive or some folders critical to your systems operation but you must be careful to select the correct folder to avoid unwanted loss of data.

The “Delete Files” task provides additional options to allow it to be a little more selective in the files that it deletes.



*Delete Files Task*

If “Delete Immediately” is selected, all the files found in the folder when the Task runs will be deleted. Or you can choose to “Delete if Creation Date is older than X hours”. With this option the Task will wait for the files Creation Date to be older than the number of hours you specify in “X”. Once the file is older than the entered time the file(s) will be deleted.

“Delete files in Sub Folders” allows the Task to look inside folders that appear in the selected folder and delete the files inside that folder. And if there are empty sub-folders and “Delete Empty Sub-Folders” is selected then they too will be deleted.

You can also choose to “Never delete files types or extensions of:”. Any file with either of the listed file types or extensions will not be deleted. You can add to either exclusion list by clicking the appropriate “Add” button and then choosing a sample file from the resulting “Select file” dialog. To delete from either list just select the item to be deleted and click the appropriate “Delete” button.

After you have made the required choices, click the “OK” button to save any settings you have made. Or click the “Cancel” button to ignore any changes.

### Notes:

The importance of setting this Task correctly can not be overstated. Make sure you do not accidentally delete the wrong files.



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### III. Move Files

“Move Files” as the name implies, is used to move files located in a “watched” or source folder into a destination folder removing them from the source folder. Additionally, during the “Move” text data within the files can be translated based on a powerful regular expression table.

To choose the folder from which the files will be moved from press the “Select Source Folder” button. A Find Folder dialog will appear.

Navigate to the appropriate folder, or if you need to, create a new folder at the location you wish. Select the folder and press the “Choose” button. The application will return you to the “Move Files” screen and text describing the path to the folder you just selected will be displayed just below the button.

Repeat this process using the “Select Destination Folder” button and choosing the appropriate folder.

See **Section 5, Part IV** of this section for instruction on the use of Translate Tables.

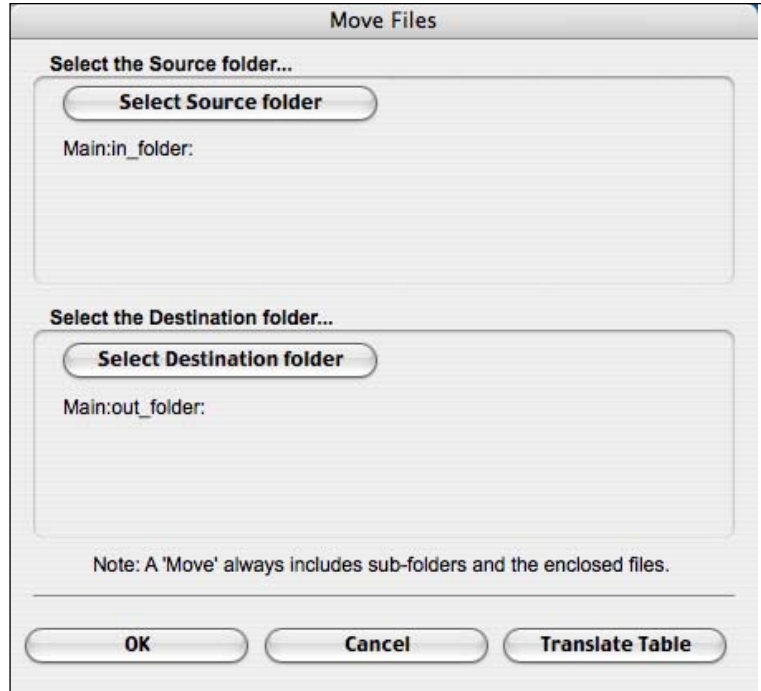
After you have made the required choices, click the “OK” button to save any settings you have made. Or click the “Cancel” button to ignore any changes.

#### Notes:

If a file of the same name already exists in the destination folder then it will be replaced.

If a file is “busy” at the time this task runs then it will not be moved.

“Move Files” will always also move sub-folders and their contents.



*Move Files Task*

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## IV. Translate Tables

Even though Translate Tables are not a Task per se, they are a major feature of Mover. Translate Tables only work as part of a “Move Files” Task.

To create or modify a Translate Table, edit the setups for the associated “Move Files” Task and click on the “Translate Table” button (See [Task III “Move Files”](#)). You will see the following dialog:

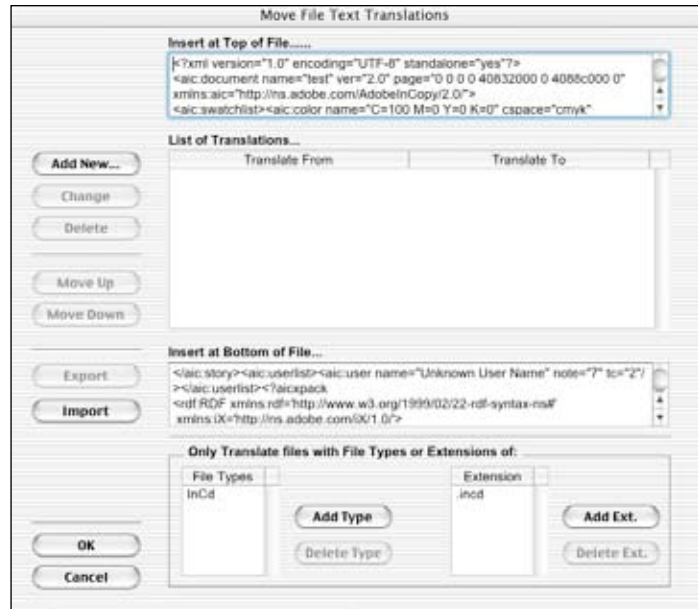
At the top of the window there is a field labeled “Insert at top of file” This field corresponds with the “Insert at bottom of field...” area mid-way through the window.

These text fields are here to allow you to add text to the top or bottom of a text file. For instance you may be adding some type of tagging to the file so that it can be recognized by another application. **Note** that the addition of the Inserts occurs after the translations are completed.

The “List of Translations” contains a text reference to all of the translations that will execute during the associated “Move Files” Task. You may Add New, Change or Delete any of the Translations to and from this list using the buttons to the left. Additionally, since Translations are executed in order (top to bottom) and that one Translation may directly effect another one, you can change the order by selecting it from the list and using the “Move up” or “Move Down” buttons accordingly.

Since you may have multiple types of files in the same folder which may need to be Moved and that some of those files need Translation while others do not, you will need to specify which do. That specification can be done by setting either file types or file name extensions and by using the “Add Type/Ext” and “Delete Type/Ext” buttons. To add a type or extension simply click the appropriate “Add” button and find an example file. To remove a type or extension from either list, just select it in the list and click the appropriate “Delete” button.

The process for Adding or Changing a Translation to the table are very similar. If you want to “Change” one, simply select it in the list and click “Change”. To add a new Translation just click “Add”.



*Translate Tables*

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Either way, the dialog following will display.

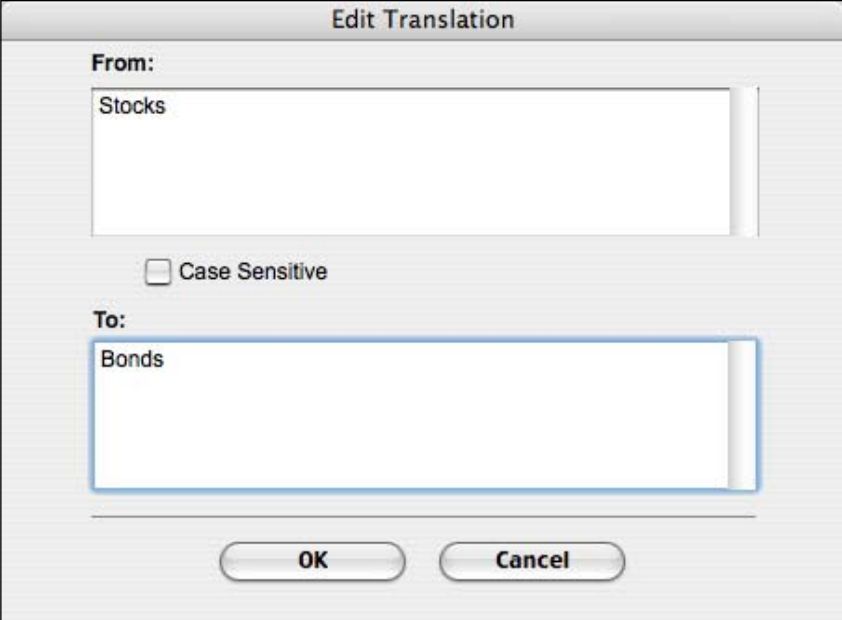
In the case of a Change, the “from” and “to” fields will be filled in with the current values for that Translation. In the case of an “Add” they will be empty. Translate tables can be very simple or extremely complex.

Simply, you can just enter the text you want to translate from into the “From” box and the text

you want that translated into in the “To” box. This is how you would translate all occurrences of “Stocks” to “Bonds”. If you were to check the “Case sensitive” box then this translation would only occur for instances of the text “Stocks” but not “stocks”.

But simple translations like this are not often found in the real world. You are much more likely to require something more complex. Additionally, some translations may not be part of what we might call visible text. For example, I might want to remove all tabs that follow an alphabetic character and replace them with a space, or remove all line feeds. These and much more specific complex translations are achievable. Please refer to **Appendix A** for complete documentation.

After you have made the required choices, click the “OK” button to save any settings you have made. Or click the “Cancel” button to ignore any changes.



The image shows a dialog box titled "Edit Translation". It has two text input fields: "From:" containing "Stocks" and "To:" containing "Bonds". Below the "From:" field is a checkbox labeled "Case Sensitive" which is currently unchecked. At the bottom of the dialog are two buttons: "OK" and "Cancel".

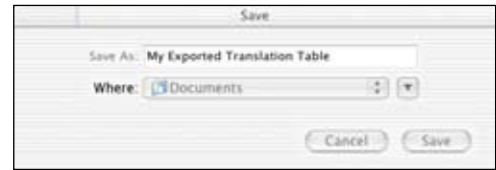
*Edit Translation screen*

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## Import and Export Translation Table settings

Since there is usually quite a bit of work put into creating Translation Tables, Mover is equipped with a way to Export and Import the Translation Table settings.

To Export a Translation Table press the Export button. A Save File dialog will appear. Name the file that is about to be created and then select a location for the file to be saved to. Press OK.



*Export Translation settings*

To Import a Translation Table press the Import button. A Find File dialog will appear. Navigate to the Exported Translation Table settings, select the file and press OK. Your settings will appear on the Translation window.

### Notes:

During setup and testing, it is very advisable to precede any “Move Files with Translation” Task with a “Copy Files” Task, so you will have a copy of the file before translation.

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## V. FTP Put Files

The “FTP Put Files” Task allows you to send all files from a designated “watched” folder to an FTP Server.

The Task setup screen looks like the screen to the right.

You will need to fill in all the “FTP Server Information” fields since they are required to communicate with any FTP server.

If you do not know some of the settings then contact the Administrator of the FTP server for that information.

Additionally some FTP servers are configured to require PASV (“Passive”) mode. Again check with the Administrator to determine what setting you should use.

*FTP Put Files dialog*

To choose the folder from which the files will be sent press the “Put Files from” button. A Find Folder dialog will appear. Navigate to the appropriate folder, or if you need to or create a new folder at the location you wish. Select the folder and press the “Choose” button. The application will return you to the “FTP Put Files” screen and text describing the path to the folder you just selected will be displayed just below the button.

Checking the “Delete original file after FTP Put” will permanently remove that file from your system. If you do not choose this option, you should remove those files using another Task (either Move or Delete) or the files will be FTP’ed over and over.

After you have made the required choices, click the “OK” button to save any settings you have made. Or click the “Cancel” button to ignore any changes.

### Notes:

Only Files will be sent via FTP, folders are ignored by this Task.

To send folders they must be Stuffed or Zipped and then sent via the FTP Put task.

Some FTP servers require a trailing “/” in the Directory while others do not. Some do not allow spaces in the directory name.

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## VI. FTP Get Files

The “FTP Get Files” Task allows you to receive files from a FTP server and place them into a designated folder.

You will need to fill in all the “FTP Server Information” fields since they are required to communicate with any FTP server.

If you do not know some of the settings contact the Administrator of the FTP server for that information.

Additionally some FTP servers are configured to require PASV mode. Again, check with the Administrator to determine what setting you should use.

To choose the folder into which the received files will be sent press the “Save Files to” button. A Find Folder dialog will appear. Navigate to the appropriate folder, or if you need to, create a new folder at the location you wish. Select the folder and press the “Choose” button. The application will return you to the “FTP Get Files” screen and text describing the path to the folder you just selected will be displayed just below the button.

Checking the “Delete File(s) from server after FTP Get” will permanently remove those files from that server. If you do not choose this option, you may “Get” those same files every time this Task runs. Normally you will probably check this option but for testing you may not.

After you have made the required choices, click the “OK” button to save any settings you have made. Or click the “Cancel” button to ignore any changes.

### Notes:

Some FTP servers require a trailing “/” in the Directory while others do not. Some do not allow spaces in the directory name.

*FTP Get Files dialog*

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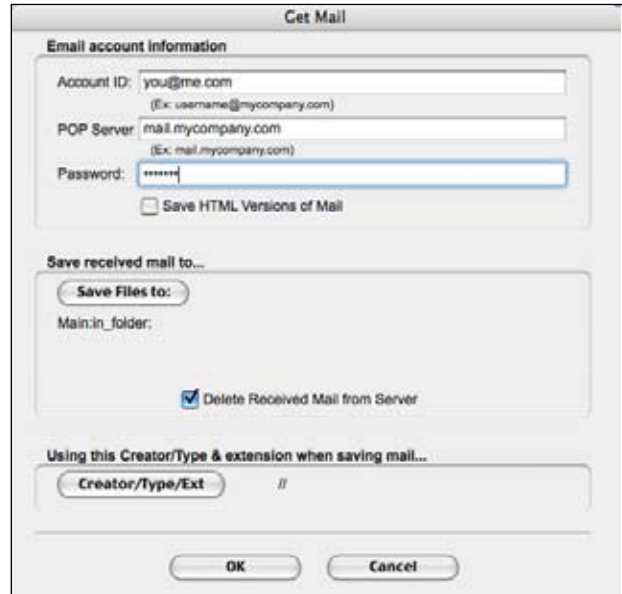
## VII. Get E-mail

The “Get E-mail” Task allows you to retrieve E-mail into a designated folder. The contents of the mail will be saved in a file and placed in a designated folder you specify. The file will be named roughly the same as the E-mail’s subject line.

The Task setup screen looks like the picture to the right.

You will need to fill in all the “E-mail Account Information” fields since they are required to communicate with any E-mail server. If you do not know some of them contact your E-mail Administrator for that information.

Some E-mails are sent marked up in HTML. If you check the “Save HTML versions of mail” then the Task will save both the plain text and HTML version of the content. If unchecked only the plain text version will be saved.



*Get Email dialog*

To choose the folder into which the E-mail files will be saved press the “Save Files to” button. A Find Folder dialog will appear. Navigate to the appropriate folder, or if you need to, create a new folder at the location you wish. Select the folder and press the “Choose” button. The application will return you to the “Get Mail” screen and text describing the path to the folder you just selected will be displayed just below the button.

You will also probably want to check the “Delete Received Mail from Server” check box. If you do not then you will probably receive the same E-mail every time this Task runs. Although for testing leaving this unchecked can be helpful.

Use the “Creator/Type/Ext” button to find a sample file that has the three file attributes you wish to have applied to the file containing the text of the E-mail message.

If multiple E-mails have the same subject, the file name will include a sequential number to keep them separate. Also, if the E-mail includes one or more enclosures, they along with the contents will be stored in a created sub folder of the designated folder. The sub-folders names will be roughly the same as the E-mail subject line.

After you have made the required choices, click the “OK” button to save any settings you have made. Or click the “Cancel” button to ignore any changes.

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## VIII. Stuff Files (Stuffit)

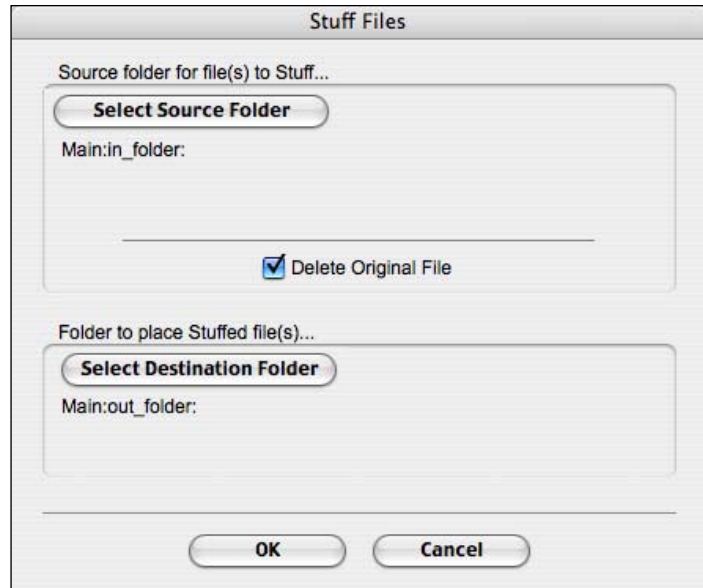
### NOTE:

This section only applies to the Macintosh version of Smart Mover.

The “Stuff Files” Task lets you compress a single or multiple files into one physical file. This is useful for keeping related files together, for reducing transmission time or saving disk space.

Mover uses Aladdin’s DropStuff program to actually do the file manipulations

In order to take advantage of this feature you will need to purchase a license to use DropStuff from Allume (*See [www.stuffit.com](http://www.stuffit.com) for more information.*)



*Stuff files*

The Task individually “Stuffs” each the file located in the “Source” folder and puts the resulting compressed file in the folder designated by the “Destination” folder.

The Task setup screen looks like figure above.

To individually choose the “Source” and “Destination” folders by clicking the appropriate button. A Find Folder dialog will appear. Navigate to the appropriate folder, or if you need to, create a new folder at the location you wish. Select the folder and press the “Choose” button. The application will return you to the “Stuff Files” screen and text describing the path to the folder you just selected will be displayed just below the button.

Check the “Delete original” check box should you want to delete the files from the Source folder after the “stuffed” file has been created. You should probably either check this option or use another Task to delete or move the files from the source folder. If you do not this Task will “restuff” the same files each time it is run.

After you have made the required choices, click the “OK” button to save any settings you have made. Or click the “Cancel” button to ignore any changes.

### Notes:

Before you can use this Task you must set the path to the Stuffit Deluxe program from the Preferences menu (*see Section 4 for more information*).



## IX. Expand Files (Stuffit)

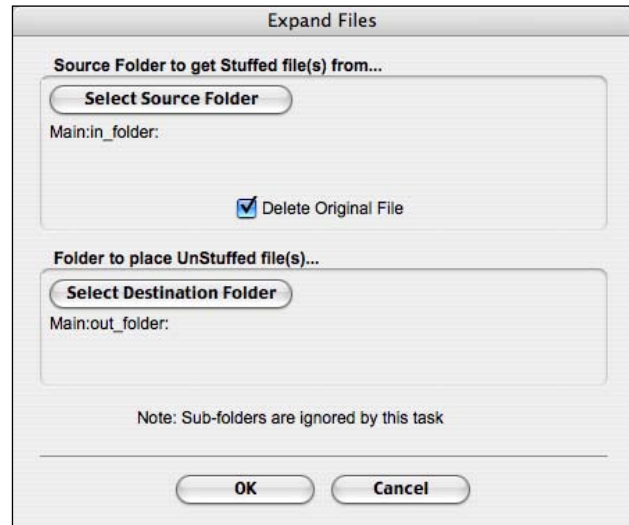
### NOTE:

This section only applies to the Macintosh version of Smart Mover.

The “Expand Files” Task lets you decompress many types files including Stuffit and Zip. Mover uses Aladdin’s Stuffit Expander program to actually do the file decompression so you will need to obtain license to use that program from Aladdin. (*See [www.stuffit.com](http://www.stuffit.com) for more information.*)

The Task “Expands” all the files located in the “Source” folder and puts the results in the folder designated by the “Destination” folder.

The Task setup screen looks like the following:



*Expand files*

To individually choose the “Source” and “Destination” folders by clicking the appropriate button. A Find Folder dialog will appear. Navigate to the appropriate folder, or if you need to, create a new folder at the location you wish. Select the folder and press the “Choose” button. The application will return you to the “Expand Files” screen and text describing the path to the folder you just selected will be displayed just below the button.

Check the “Delete original file” check box should you want to delete the files from the Source folder after they have been expanded. You should probably either check this option or use another task to delete or move the files from the source folder. If you do not this Task will “re-expand” the same files each time it is run.

After you have made the required choices, click the “OK” button to save any settings you have made. Or click the “Cancel” button to ignore any changes.

### Notes:

Before you can use this Task you must set the path to the Stuffit Expander program from the Preferences menu (see Section 4 for more information).

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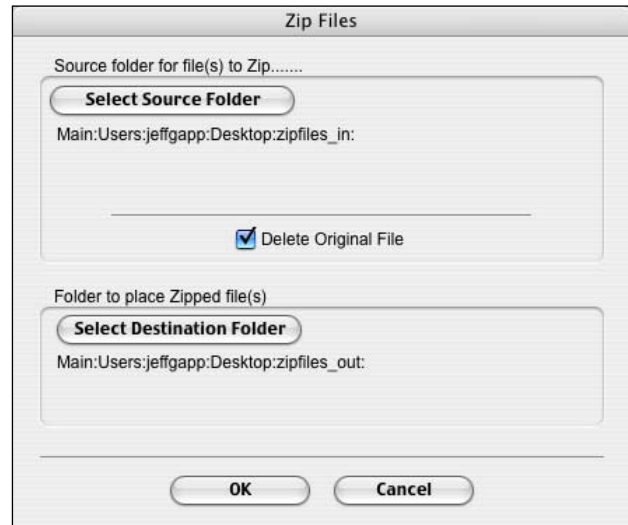
## X. Zip Files

The “Zip Files” Task lets you compress a single or multiple files into one physical file. This is useful for keeping related files together, for reducing transmission time or saving disk space.

This task differs from the “Stuff Files” task in that this task uses a standard called “Zip” to complete the compression of the files.

The Task “Zips” all the files located in the “Source” folder and puts the resulting single compressed file in the folder designated by the “Destination” folder.

The Task setup screen looks like the following:



*Zip files*

To individually choose the “Source” and “Destination” folders by clicking the appropriate button. A Find Folder dialog will appear. Navigate to the appropriate folder, or if you need to, create a new folder at the location you wish. Select the folder and press the “Choose” button. The application will return you to the “Zip Files” screen and text describing the path to the folder you just selected will be displayed just below the button.

Check the “Delete original” check box should you want to delete the files from the Source folder after the “zipped” file has been created. You should probably either check this option or use another Task to delete or move the files from the source folder. If you do not this Task will re-Zip the same files each time it runs.

After you have made the required choices, click the “OK” button to save any settings you have made or click the “Cancel” button to ignore any changes.

### Notes:

If you going to be sending files from a Mac running OS9 to another Mac using OS9 then you should probably use the Stuffit Tasks instead. Using the Stuffit tasks ensures that you will maintain the Creator and File Type information.

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## XI. UnZip Files

The “UnZip Files” Task lets you decompress files that have been compressed using the Zip compression format that is the de facto standard of the Windows platform and as of Mac OS X 10.3 a standard on the Mac platform as well.

The Task “Expands” all the files located in the “Source” folder and puts the results in the folder designated by the “Destination” folder.

The Task setup screen looks like the window to the right.

To setup the task choose the “Source” and “Destination” folders by clicking the appropriate button. A Find Folder dialog will appear. Navigate to the appropriate folder, or if you need to, create a new folder at the location you wish. Select the folder and press the “Choose” button. The application will return you to the “UnZip Files” screen and text describing the path to the folder you just selected will be displayed just below the button.



*UnZip files*

Check the “Delete original file” check box should you want to delete the files from the Source folder after they have been expanded. You should probably either check this option or use another task to delete or move the files from the source folder. If you do not this Task will UnZip the same files each time it is run.

After you have made the required choices, click the “OK” button to save any settings you have made. Or click the “Cancel” button to ignore any changes.

## XII. Run Application

The “Run Application” Task is designed to execute an unattended application (ie one that has no user interface). It could be written in AppleScript (Mac OS X) or possibly Visual Basic (Windows).

The basic idea being that you want to do something outside of what Smart Mover’s tasks are designed to do but have Smart Mover start the process.



*Run Application*

### Notes:

Keep in mind that the scripts that are asked to run via the ‘Run Application’ task are independent of Smart Mover as far as the results they achieve.

This means that if you are using the ‘Run Application’ task and have something that you want Smart Mover to do to the file that results comes from the script that is started by ‘Run Application’ you should break the Processes into two parts:

- A. Processes (and Tasks) that come before and include ‘Run Application’
- B. Processes (and Tasks) that come after ‘Run Application’

These tasks should be part of their own Processes.

### Sample Script

The easiest script to write to try ‘Run Application’ is to open Apple’s Script Editor application and enter the following:

```
tell application “Finder”  
    beep 1  
End tell
```

Save the Script as a ‘Script Application’. Create a Process and add the ‘Run Application’ task to the process. Select the Script Application you just saved and then manually run the Process.

You should hear the Finder beep once.

### XIII. InDesign Server

The “InDesign Server” Task is designed to automate repetitive chores speeding up workflows and freeing users time. Almost anything that a user can do with InDesign can now be processed by the Server while the user moves on to other jobs.

More specifically, this task monitors a “source” or hot folder and when it encounters a file, it processes that file using the instructions found in the selected Script file. Once completed, provided there are no errors, the finished file is moved into a user designated destination folder where it could be processed further by another task.

To setup this task, enter the Address and Port number for the InDesign Server (example: 127.0.0.1:18383)

Choose both the “Source” and “Destination” folders by clicking the appropriate button. A Find Folder dialog will appear. Navigate to the appropriate folder, or if you need to, create a new folder at the location you wish. Select the folder and press the “Choose” button. The application will return you to the “InDesign Server” screen and text describing the path to the folder you just selected will be displayed just below the button.

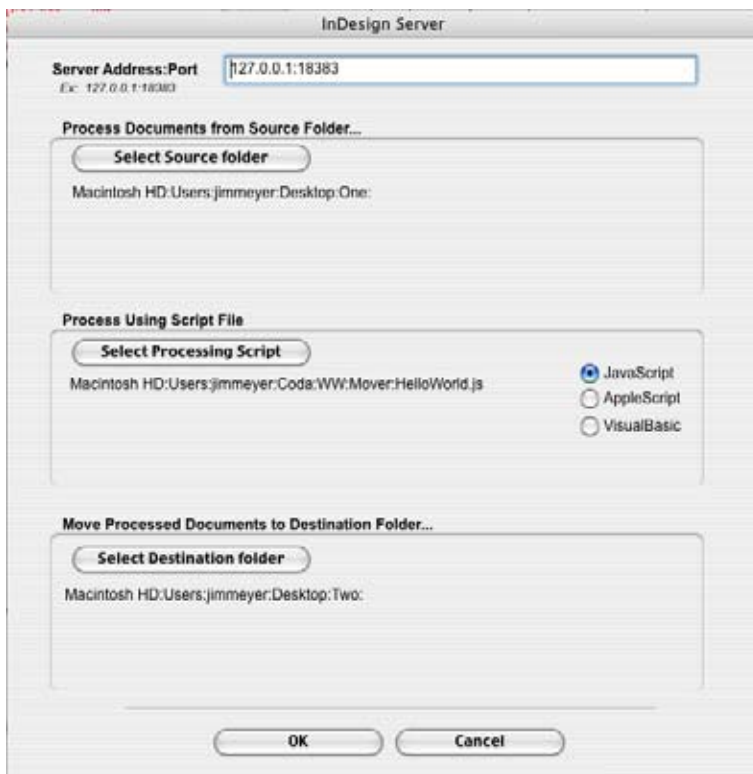
Select the Processing Script by clicking the appropriate button and locating that file. Also select what language the Script is written in from the three radio buttons provided. See Appendix B for more information about creating Script files.

After you have made the required choices, click the “OK” button to save any settings you have made. Or click the “Cancel” button to ignore any changes.

#### Notes:

Before you can use this task, you must install and launch InDesign Server on a machine which is accessible to Mover. Additionally, you must configure the Server to listen on a specific port. (Please refer to the installation and operation instructions provided with that software.)

Subfolders of the Source folder are not searched by this Task.



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If a file of the same name exists in the Destination folder, it will be overwritten by the newly processed file.

If an error is detected during the processing of a file, it will remain in the Source folder and could be repeatedly reprocessed resulting in the same error. You should monitor Mover or the InDesign Server console window for such a situation.

This Task will attempt to process all files found in the Source folder regardless of file type.

If a file is “busy” at the time this task runs then it will not be processed but will remain in the source folder until the next time the task runs.

Your InDesign Server can reside on the same machine as Smart Mover or they can be on different machines. If you do use two machines there are several considerations:

1. Both machines should be running the same operating system (ie both Mac OSX or both Windows). This avoids problems with the different file path naming conventions used by each.
2. Only the Mover machine needs access to the Script file. Yes, this does sound incorrect but it is true. The entire contents of the Script file are sent to the InDesign Server in the “run” message initiated by Mover.
3. Mover passes the full path name of the file to be processed to the Script. So that path name must be valid from the InDesign Server machine perspective for the task to operate correctly. If this is not possible, then the path string could be manipulated as required in the Script code before the “open” command.
4. If the Script creates a new file (ex: a PDF) then the path for that file will need to be located from the InDesign Server machine’s perspective.
5. Any required remote folders will need to be mounted before the Task is run. If they are not, Mover will generate an appropriate error.

## Section 6 - Smart Mover and Smart Connection Enterprise

Smart Mover can be a stand alone application or it can work with WoodWing's Smart Connection line of products, in particular the Smart Connection Enterprise system.

When the integration with Smart Connection Enterprise is purchased, the Process editing panel will include 7 more tasks.

These tasks are:

- SCE Login
- SCE Upload
- SCE Folder Upload
- SCE DownLoad
- SCE Delete
- SCE Dn-Up (Version)
- SCE Logout

Each of the tasks can work on their own or they can be combined with the other tasks.

For instance, Smart Mover can be used to download articles from the Enterprise system where they can then be stored in an archive.

The Smart Connection Enterprise tasks are described in detail in the following pages.

### A Smart Mover setup note - Create a SCE User

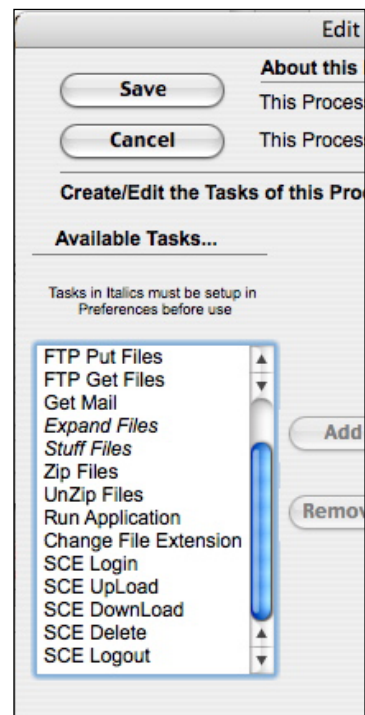
Smart Mover can login to a Enterprise Database using any of the existing users in the system.

However, we suggest that you create a user specifically for Smart Mover and assign that user to the appropriate groups.

Several of the SCE Tasks use queries to find the data that needs to be acted upon. These queries can be either named queries or user created queries. Having a single user for Mover makes customizing these queries easier.

In addition, when files are uploaded to Enterprise, information is logged about the activities and the logs will reflect Smart Mover's activities.

For any SCE Tasks that runs a query, you must make sure that the following fields are returned in the results: ID, Name, LockedBy, Type, State, PublicationID, FormatID. Not including any of these fields will result in a log error and can cause erratic behavior.



*Task List*

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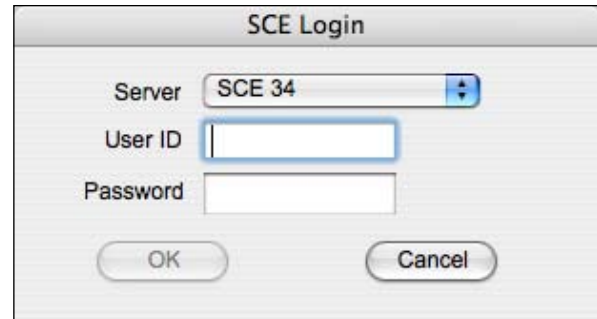
## I. SCE Login

SCE Login does exactly what the name implies: it logs Smart Mover into a Enterprise system.

SCE Login does an explicit login. This allows a process to login to the server and perform multiple tasks and then logout (see page 29).

If SCE Login is used, then the other tasks such as SCE DownLoad use the login and do not have to log themselves in.

If SCE Login is not used then the other tasks will automatically log themselves in and then out as they are completed.



The image shows a dialog box titled "SCE Login". It has a light gray background and a title bar. Inside the dialog, there are three input fields: "Server" with a dropdown menu showing "SCE 34", "User ID" with an empty text box, and "Password" with an empty text box. At the bottom of the dialog are two buttons: "OK" and "Cancel".

*SCE Login Screen*



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## II. SCE UpLoad

This task is used to upload files to the Smart Connection Enterprise system.

Types of files that can be uploaded include InDesign layouts, InCopy articles, Word documents and Image files.

After loading the SCE UpLoad Task, double click on the Task and the window to the right will appear.

Select a Source Folder.

This is the “watched” folder from which the files will be uploaded.

Select the “Delete original files” option to do the obvious. If you leave this option off remember to add a Move or Delete task so that the files in the source folder are not continually uploaded.

The “Include Top SubFolder” option allows Mover to also upload any file found in a sub-folder of the Source. This can be helpful when uploading e-mail enclosures.

*SCE Upload Screen*

Choose a server, a user name and a password (see the introduction to this section for more information about setting up a user for Smart Mover).

Press the Login button to log Smart Mover into the system. Logging in will make the Publication, Issue, Section, Status and Route To pop ups available. And now just choose Publication, Issue, Section, Status and Route To. Note that Pub, Issue, Section and Status MUST be selected for the OK button to become active. If the chosen Publication includes Editions (SCE Server 4.2 or newer) you may also select one or more from the displayed list.

When choosing the Status, you may select “First”. In this case Mover will assign the object the lowest order number Status available for that Publication-Issue-Section and File Type. This allows you to have one Task that will Upload multiple file types.

Press the ‘OK’ button to save your work or Cancel to ignore any new settings.

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### III. SCE Folder Upload

Folder Upload is very similar to Upload except that you do not need to specify the Publication, Issue, Section, Status or Route To. Instead, inside the Source folder you create a series of nested sub-folders where the top folder must be named the same as one of your Publications. In that folder must be a sub-folder named the same as a valid Issue. And in that folder another sub-folder named the same as a valid Section. Finally, any file found in the Section sub-folder will be uploaded using the names of the parent folder structure to assign those properties.



*SCE Folder Upload Screen*

So the same Task can Upload to different Publications, Issues and Sections by merely creating folders and placing the object file into the appropriate folder.

Additionally, the uploaded file will be assigned the system's first Status (lowest order number) for that Publication-Issue-Section combination. The Route To is left unassigned.

After loading the SCE UpLoad Task, double click on the Task and the window to the right will appear.

Select a Source Folder.

This is the "watched" folder where you place the Publication-Issue-Section sub-folders.

Select the "Delete original files" option to do the obvious. If you leave this option off remember to add a Move or Delete task so that the files in the source folder are not continually uploaded.

Choose a server, a user name and a password (see the introduction to this section for more information about setting up a user for Smart Mover).

Press the Login button to log Smart Mover into the system confirming your settings.

Press the 'OK' button to save your work or Cancel to ignore any new settings.

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## IV. SCE DownLoad

This task is used to download files from the Smart Connection Enterprise system.

The SCE DownLoad task uses Queries that have been created and saved by a user in the Enterprise system.

The first thing that must be done to use SCE DownLoad is to login to the Enterprise system via either InDesign, InCopy, or Smart Browser and create a query that finds exactly what needs to be downloaded and then save the query. **Once you are done you must logout of Enterprise to save the query to the server and thus make it available to Mover.**

Select a Destination Folder which is where you want to save the query resulting files to be saved.

Select the desired server, enter name and password and click the Login button. Mover will log into Enterprise and populate the query popup with your available options. Choose the query you wish to run with this task.

Choosing the “Include Child Elements” option will also download any elements contained within any downloaded InDesign layouts. These include images, articles and any other such items.

Choosing the “Set Status to Next” will change the status of the downloaded items to the “Next” status (based on your Enterprise workflow settings). You will typically want to choose this option to prevent the same files from being selected by the query and downloaded repeatedly.

Next you may also choose which Renditions of the Enterprise objects you which to download by selecting the appropriate check boxes. Choosing the “Include MetaData File” will also save an XML file that contains all the meta data associated with the downloaded object. The data in this file could then be used to update an archive or other system. The “native” rendition will be named the same as the object. Other rendition file names will include the rendition type. Version files names will include a “-vX” where X is the version number.

### Notes:

**If you modify the selected query using InDesign, InCopy or Smart Browser you must do two things before those changes will take effect in Mover. One: you must log out from the application you modified the query with. Two: you must re-enter this Mover window, login, reselect that query and then OK the dialog.**



*SCE DownLoad Screen*

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## V. SCE Delete

This task is used to delete files from the Smart Connection Enterprise system.

The same concept that was discussed regarding SCE DownLoad applies here but in this case, the results of the query will be deleted from Enterprise.

NOTE: Once you turn a process containing this task on Smart Mover is going to be **DELETING** objects from the database.

### KNOW WHAT YOU ARE DOING!

Select the desired server, enter name and password and click the Login button. Mover will log into Enterprise and populate the query popup with your available options. Choose the query you wish to run with this task.

Normally “layout child” objects will be deleted but if the child is also used on another layout it will not be deleted unless you choose this options. Normally leave it unchecked.

*SCE Delete Screen*

### Notes:

**If you modify the selected query using InDesign, InCopy or Smart Browser you must do two things before those changes will take effect in Mover. One: you must log out from the application you modified the query with. Two: you must re-enter this Mover window, login, reselect that query and then OK the dialog.**

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## VI. SCE Dn-Up(Version)

Sometimes you need to download an Enterprise object file, process it in some fashion and then uploaded back to Enterprise as a new version of that same original object. That is exactly what this task is designed to do.

As with the a normal download, you must create and save a query that will result in the retrieval of the files you wish to process. So select the server, enter name, password and Log In to the server. Then select the appropriate query.

Typically, you will also want to check the “Set Status to Next” option so that the object will not be processed a second time and that its current status reflects the actual situation.

*SCE Download-Upload (Version)*

You will also probably want have the object “Checked Out” and thus locked while it is being processed. And optionally, you can also save the associated meta data into a XML file (see IV SCE Download).

Next, select the destination folder where you want the downloaded object files to be placed. This should be the same folder where your external process will be looking for such files.

Then select the “watched” source folder where the now processed files will be placed for upload back to Enterprise. Select “Delete Original File” to remove it from that folder after the upload.

### Notes:

**During the external processing the file name of the object CANNOT be changed. If it**

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**is then the version upload will fail.**

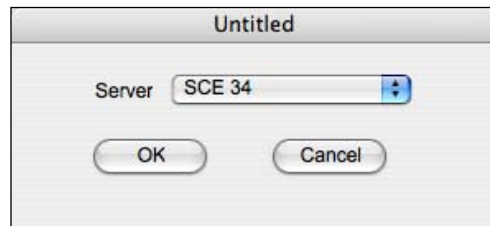
**If you modify the selected query using InDesign, InCopy or Smart Browser you must do two things before those changes will take effect in Mover. One: you must log out from the application you modified the query with. Two: you must re-enter this Mover window, login, reselect that query and then OK the dialog.**

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## VII. SCE Logout

SCE Logout does exactly what the name implies: it logs Smart Mover out of a Enterprise system.

The same things that were said for SCE Login apply here. SCE Logout, when used in conjunction with SCE Login allows the other task such as SCE DownLoad to perform their task without having to login and logout.

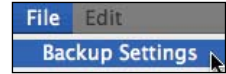


*SCE Logout*

## Section 7 - Backing up your settings

### I. Using the Backup Settings Menu

Mover provides a simple method to backup the Processes that you have created.



To backup your processes do the following:

1. Go to the File Menu and choose 'Backup Settings'
2. A dialog will come up asking you to select a location to place the folder containing the Mover settings. Choose an appropriate location and press OK.

A backup of the current settings now exists in the location you selected and is in a folder named "Smart Mover Backup".



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## Appendix A - Using Regular Expressions in Translate Tables

The basic idea of regular expressions is that it enables you to search and replace text that matches the set of conditions you specify. It extends normal Search and Replace with pattern searching. More information about using Regular Expression is available at <http://www.pcre.org/>

This section describes the syntax of regular expressions

.	Matches any character except new line.
[a-z0-9]	Matches any single character of set.
[^a-z0-9]	Matches any single character not in set.
\d	Matches a digit. Same as [0-9].
\D	Matches a non-digit. Same as [^0-9].
\w	Matches an alphanumeric (word) character — [a-zA-Z0-9_].
\W	Matches a non-word character [^a-zA-Z0-9_].
\s	Matches a whitespace character (space, tab, newline, etc.).
\S	Matches a non-whitespace character.
\n	Matches a newline (line feed).
\r	Matches a return.
\t	Matches a tab.
\f	Matches a formfeed.
\b	Matches a backspace.
\0	Matches a null character.
\000	Also matches a null character because of the following:
\nnn	Matches an ASCII character of that octal value.
\xnn	Matches an ASCII character of that hexadecimal value.
\cX	Matches an ASCII control character.
\metachar	Matches the meta-character (e.g., \, .,  ).
(abc)	Used to create subexpressions. Remembers the match for later backreferences. Referenced by replacement patterns that use \1, \2, etc.
\1, \2, ...	Matches whatever first (second, and so on) of parens matched.
x?	Matches 0 or 1 x's, where x is any of above.
x*	Matches 0 or more x's.
x+	Matches 1 or more x's.
x{m,n}	Matches at least m x's, but no more than n.
abc	Matches all of a, b, and c in order.
abc	Matches one of a, b, or c.
\b	Matches a word boundary (outside [] only).
\B	Matches a non-word boundary.
^	Anchors match to the beginning of a line or string.
\$	Anchors match to the end of a line or string.

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## Replacement Patterns

The following expressions can only apply to the replacement pattern:

\$`	Replaced with the entire target string before match.
\$&	The entire matched area; this is identical to \0 and \$0.
\$'	Replaced with the entire target string following the matched text.
\$0-\$50	\$0-\$50 evaluate to nothing if the the subexpression corresponding to the number doesn't exist.
\0-\50	
\xnn	Replaced with the character represented by nn in Hex, e.g., \xAA is <sup>TM</sup> .
\nnn	Replaced with the character represented by nn in Octal.
\cX	Replaced with the character that is the control version of X, e.g., \cP is DLE, data line escape.

## Regular Expression Examples

The basic idea of regular expressions is that it enables you to find and replace text that matches the set of conditions you specify. It extends normal Search and Replace with pattern searching.

## Wildcards

Some special characters are used to match a class of characters:

.	Any single character except a line break, including a space.
---	--

If you use the “.” as the search pattern, you will select the first character in the target string and, if you repeat the search, you will find each successive character, except for Return characters

The following wildcards match by position in a line:

^	Beginning of a line (unless used in a character class; see below)	^Phone: Finds lines that begin with “Phone”:
\$	End of a line (unless used in a character class)	\$: Finds the last character in the current line.

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## Character Classes

A character class allows you to specify a set or range of characters. You can choose to either match or ignore the character class. The set of characters is enclosed in brackets. If you want to ignore the character class instead of match it, precede it by a caret (^).

Here are some examples:

[aeiou]	Any one of the characters a, e, i, o, u.
[^aeiou]	Any character except a, e, i, o, u.
[a-e]	Any character in the range a-e, inclusive
[a-zA-Z0-9]	Any alphanumeric character. Note: Case-sensitivity is controlled by the CaseSensitive property of the RegexOptions class.
[[]	Finds a [.
[]]	Finds a ]. To find a closing bracket, place it immediately after the opening bracket.
[a-e^]	Finds a character in the range a-e or the caret character. To find the caret character, place it anywhere except as the first character after the opening bracket.
[a-c-]	Finds a character in the range a-c or the - sign. To match a -, place it at the beginning or end of the set.

## Non-printing Characters

You can use the following notation to find non-printing characters:

\r	Line break (return)
\n	Newline (line feed)
\t	Tab
\f	Formfeed (page break)
\xNN	Hex code NN.

## Other Special Characters

The following patterns are wildcards for the following special characters:

\s	Any whitespace character (space, tab, return, linefeed, form feed)
\S	Any non-whitespace character.
\w	Any “word” character (a-z, A-Z, 0-9, and _)
\W	Any “non-word” character (All characters not included by \w).
\d	Any digit [0-9].
\D	Any non-digit character.

## Repetition Characters

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Repetition characters are modifiers that allow you to repeat a specified pattern.

*	Zero or more characters.	d* finds no characters, or one or more consecutive “d”s. .* finds an entire line of text, up to but not including the return character.
+	One or more characters.	d+ finds one or more consecutive “d”s. [0-9]+ finds a string of one or more consecutive numbers, such as “90404”, “1938”, the “32” in “Win32”, etc.
?	Zero or one characters.	d? finds no characters or one “d”.

Please note that, since \* and ? match zero instances of the pattern, they always succeed but may not select any text. You can use them to specify an optional character, as in the examples in the following section.

### “Greediness”

Mover supports the “?” as a “greediness” modifier for a subpattern in a regular expression. By default, greediness is false, but can be overridden using the “?”. You can place a “?” directly after a \* or + to reverse the “greediness” setting. That is, if Greedy is True, using the ? after a \* or + causes it to match the minimum number of times possible: For example, consider the following.

Target String	Greedy	Regular Expression	Result
aaaa	True	(a+?) (a+)	\$1=a, \$2=aaa
aaaa	False	(a+?) (a+)	\$1=aaa, \$2=a

### Extension Mechanism

We also support the regular expression extension mechanism used in Perl. For instance:

(?#text)	Comment
(?:pattern)	For grouping without creating backreferences
(?=pattern)	A zero-width positive look-ahead assertion. For example, \w+(?=t) matches a word followed by a tab, without including the tab in \$&.
(?!pattern)	A zero-width negative look-ahead assertion. For example foo(?!bar)/matches any occurrence of “foo” that isn’t followed by “bar”.
(?<=pattern)	A zero-width positive look-behind assertion. For example, (?<=t)\w+ matches a word that follows a tab, without including the tab in \$&. Works only for fixed-width look-behind.
(?<!pattern)	A zero-width negative look-behind assertion. For example (?<!bar)foo matches any occurrence of “foo” that does not follow “bar”. Works only for fixed-width look-behind.

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## Subexpressions

You can use parentheses within your search patterns to isolate portions of the matched string. You do this when you need to refer to subsections of the matched in your replacement string. For example you would do this if you need to replace only a portion of the matched string or insert other text into the matched string.

Here is an example. If you want to match any date followed by the letters “B.C.” you can use the pattern “\d+\sB\C\.” (Any number of digits followed by a space character, followed by the letters “B.C.”) This will match dates such as 33 B.C., 1742 B.C., etc. However, if you wanted your replacement pattern to leave the year alone but replace the letters with something else, you would use parens. The search pattern “(\d+)\s(B\C\.)” does this.

When you write your replacement pattern, you can refer to the year only with the variable \1 and the letters with \2.

If you write “(\d+)\s(B.C.|A.D.|B.C.|A.D.)”, then \2 would contain the matched letters.

## Combining Patterns

Much of the power of regular expressions comes from combining these elementary patterns to make up complex searches. Here are some examples:

\\$?[0-9,]+\.?d*	Matches dollar amounts with an optional dollar sign.
\d+\sB\C\.	one or more digits followed by a space, followed by “B.C.”

## The Alternation Operator

The alternation operator (|) allows you to match any of a number of patterns using the logical “or” operator. Place it between two existing patterns to match either pattern. You can use more than one alternation operator in a pattern:

\she\s   \sshe\s	“ he ” or “ she ”
cat dog possum	“cat”, “dog”, or “possum”
([0-9,]+\sB\C\.) ([0-9,]+\sA\D\.) or [0-9,]+\s((B\C\.) (A\D\.))	Years of the form “yearNum B.C. or A.D.” e.g., “2,175 B.C.” or “215 A.D.”

## Search and Replace

You use special patterns to represent the matched pattern. Using replacement patterns, you can append or prepend the matched pattern with other text.

\$&	Contains the entire matched pattern. If “\d\d\d\d\sB\C\.” finds “1541 B.C.”, then the replacement pattern “the year \$&” results in “the year 1541 B.C.”, as the \$& contains the string “1541 B.C.”
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\1, \2, etc.	Contains the matched subpatterns, defined by use of parentheses in the search string. The search pattern “(\d+)\s(B\C\ A\D\ BC AD)” looks for any number of digits followed by a space character, followed by either “B.C.”, “BC”, “A.D.”, or “AD”. The \1 variable contains the match to the “\d+” portion of the expression and \2 contains the match to the “B\C\ A\D\ BC AD” portion.
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## Appendix B - InDesign Server Scripts

Each copy of InDesign Server includes documentation and numerous example Scripts. Please use that information as your guide to writing and maintaining your Scripts. But there are some special considerations that you need to be aware of when working with Mover.

(All examples shown here are written in JavaScript.)

Mover passes the full path name of the file to be processed in a argument called “infile”. So your Script will most likely start with something like:

```
infile = app.scriptArgs.get(“infile”); // variable infile now contains the file path
myDoc = app.open(File(infile)); // opens the file now referenced as myDoc
```

You can use the “app.consoleout( )” to direct debugging or other messages to the InDesign Server console. For example:

```
app.consoleout(“Processing File “+infile);
```

Any errors that are not trapped using “Try/Catch” statements will be passed back and reported by Mover in its normal Log system. If you do not want the error reported and want to programmatically deal such situations you can use a Try/Catch statements. You could use this method to move the offending file into an error folder so that Mover does not try to reprocess it.

Examples:

This Script that adds a text box containing ‘Hello World’ to the document:

```
// open doc
infile = app.scriptArgs.get(“infile”);
myDoc = app.open(File(infile));
// message to console
app.consoleout(“Adding ‘Hello World’ to “ + infile);
//Get a reference to the first page.
var myPage = myDoc.pages.item(0);
//Create a text frame.
var myTextFrame = myPage.textFrames.add();
//Specify the size and shape of the text frame.
myTextFrame.geometricBounds = [“6p0”, “6p0”, “18p0”, “18p0”];
//Enter text in the text frame.
myTextFrame.contents = “Hello World!”;
//Save the document
myDoc.save(infile);
//Close the document.
myDoc.close();
// message to console
app.consoleout( “finished\n” );
```

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Keep in mind that some Scripts may not modify the Source file. Instead, they might just open it, make another file (PDF or JPG for example) and then close it.

The following makes a PDF of the passed document:

```
// open doc
infile = app.scriptArgs.get("infile");
myDoc = app.open(File(infile));
// make output name replacing "/Workfolder/" with your desired path
outname = myDoc.name;
outname = outname.replace(".indd", ".pdf");
outpath = File("/Workfolder/"+outname);
// message to console
app.consoleout("Processing "+ infile + " into " + outname);
// export and close
myDoc.exportFile(ExportFormat.pdfType, outpath);
myDoc.close( SaveOptions.no );
app.consoleout( "finished\n" );
```

Depending on the available Plugins, InDesign can open other types of documents and convert them to its own format. For example, the following Script could be used to convert Quark documents. (Assumes that the passed path is in Mac ":" delimited format.)

```
// open doc
infile = app.scriptArgs.get("infile");
myDoc = app.open(File(infile));
// get name of Quark doc remove any extension and add .indd
outname = infile.substr(infile.lastIndexOf(":")+1);
if (outname.indexOf(".") > 1)
{
    outname = outname.substr(0,outname.indexOf("."));
}
outname = outname + ".indd";
// replace "/Workfolder/" with your desired path
outpath = "/Workfolder/"+outname;
// message to console
app.consoleout( "Converting "+infile+" to "+outpath );
// save & close indd doc
newdoc = myDoc.save(File(outpath));
newdoc.close();
app.consoleout( "finished\n" );
```