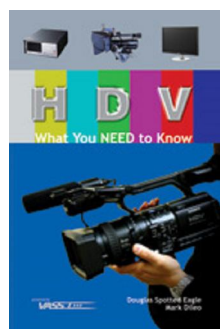




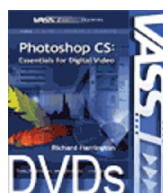
How to Use Scripts in Sony Vegas Software



Douglas Spotted Eagle/VASST Instructor ©2005 Sundance Media Group



HDV:What You NEED to Know



Sony Vegas® Software has offered a powerful user-controlled function since Sony Vegas 4.0 known as "scripting." Scripting allows Visual Basic/Javascript-savvy users the ability to develop custom tools that work inside Sony Vegas, drawing on the tools and resources found inside the Vegas software application. For example, a script might take dozens of mundane or repetitive tasks and put all tasks under a single button push, making it a single step to accomplish several tasks at once. A good example might be the Normalizing script, which allows users to select a single or multiple audio events and normalize all of them at one button selection. Another excellent example of scripting is the Aspect Ratio script, which will take images of all aspect ratios and apply the proper Pan/Crop aspect to the images or video so that they match the aspect ratio of the entire video project. This alone can save hundreds or thousands of individual keystrokes, which results in saving tremendous amounts of time. If a single script shaves a few minutes from a single project, over the course of a year this can result in the savings of hundreds of hours. As an example of a purchased script-based tool, Ultimate S from VASST will:

- Match Aspect Ratio of all video, graphics, or stills to the project aspect ratio regardless of source aspect ratio
- Place said matched images on a marker so that the images can match cut points or beat points in music
- Pan/Crop/Zoom, add motion to stills, graphics, or video with user-specified targets
- Automatically insert specified or random transitions to every image
- Grab files from Timeline, Bin, or Windows Explorer location

....all with the selection of one button. Imagine being able to process 9,999 video clips or still images that fast! This is just one small example of what can be done with scripting inside Sony Vegas software.

Scripts come in a couple flavors; there are free scripts that are downloadable from a variety of sources, and there are assembled scripting tools that are for-purchase.

Scripts are not difficult to create if you have an understanding of Visual Basic, Javascript, or tools associated with this sort of code work. There are literally hundreds of scripts available for Sony Vegas, and there are dozens of script writers that can author custom scripts for a specific workflow need or functionality. Here, you'll find lots of free scripting options for Sony Vegas. However, you might find that you're quite satisfied with the dozens of free or purchased scripts that have been created by a number of authors, rather than diving into the learning curve of Visual Basic or Javascript.

The scripts that may be downloaded from various websites are often packaged as .txt files for purposes of avoiding challenges with various browsers, email clients, or download restrictions, because scripts, as .js files, can be used for harmful or malicious purposes if you don't know the author or contents of the script. This tends to confuse some users of scripts, as they don't know exactly how to manage scripts if they're found in .txt format. Have no fear, dealing with these .txt files is easier than you might think. Before using scripts in Sony Vegas, you'll need the latest version of Microsoft's .Net application, which should have been installed prior to installing Sony Vegas. You can also download the .Net software from the Microsoft website.

Installing a Script to Vegas:

To use scripts that are stored on the web as .txt files, do the following:

1. Download the script in its .txt (text) format.
2. Right click the file and choose "Open With" and designate Microsoft Notepad as the application to open the script.
3. In Notepad, the text will open up and you'll be able to read the contents. Be sure that the contents are related to Sony Vegas, and you'll usually see the words "Sony Vegas" somewhere in the first few lines of the script text.
4. In Notepad, browse to File>Save As, and save the .txt file as a .js file, rather than a .txt file format. Save this file in your C:\Program Files\Sony\Vegas6.0 (or Vegas 5.0) Script Menu folder. This will allow Sony Vegas to see the scripting information, and it will then be visible in Sony Vegas, and available for your use. You can also save the file to the desktop or other location, and then copy/paste the .js file to the Sony Vegas Script Menu folder

Downloading Scripts

When you download a script, it is usually either a .zip file, a .js file, or a .txt file. If you open the unzipped file, the .js file, or the .txt file, you'll see something like the simple script for removing all timecode, found below:

```
/**
 * This script will remove all effects of a particular type from items
 * in the project's media pool.
 *
 * Revision Date: Jan. 30, 2003
 **/
import System.Windows.Forms;
import Sony.Vegas;

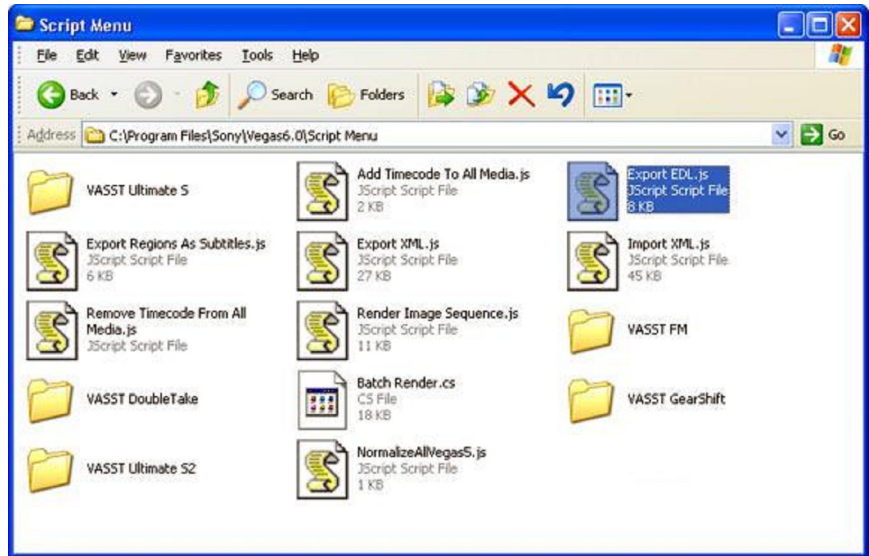
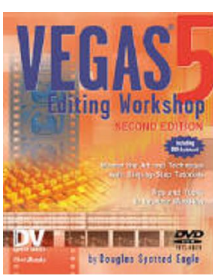
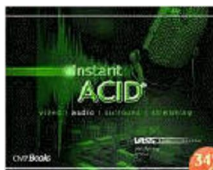
// This is the full name of the plug-in associated with the effects
// you want to remove.
var pluginName = "Sony Timecode";

try {
var mediaEnum = new Enumerator(Vegas.Project.MediaPool);
while (!mediaEnum.atEnd()) {
var media = mediaEnum.item();
var effectsEnum = new Enumerator(media.Effects);
while (!effectsEnum.atEnd()) {
```

BOOKS from VASST

```

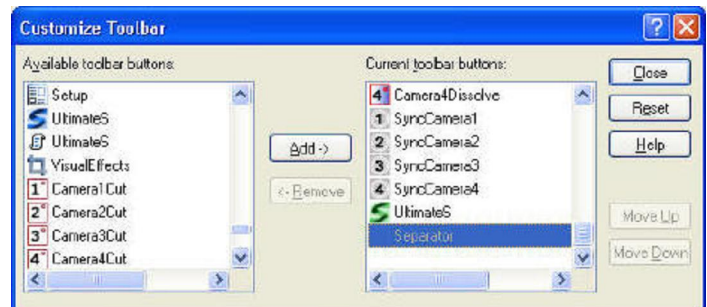
var effect = effectsEnum.item();
if (pluginName == effect.Plugin.Name) {
media.Effects.Remove(effect);
}
effectsEnum.moveNext();
}
mediaEnum.moveNext();
}
} catch (e) {
MessageBox.Show(e);
}
}
    
```



In this folder, there are both free and purchased scripts. the free scripts are single scripts that are not executable files, but rather .js files that Vegas simply sees as part of the Tools>Script options.

If you wish, you can copy/paste the script text seen above, opening it in Notepad, and saving it off as described above. In fact, in the Sony Vegas forums, you'll often find custom scripts posted as part of a thread, and you'll want to copy/paste that text information to Notepad so you can save it for later use in Sony Vegas.

Users of scripts are sometimes confused by the lack of a .exe file, or an executable file. This is because an executable format isn't necessary to install the scripts into Sony Vegas, as demonstrated in the steps above. However, paid scripting tools such as Ultimate S from VASST or the Veggie Toolkit from Peachrock software, or Edward Troxel are collections of scripts that have actual interfaces or GUI's and these scripting tools do contain an executable, due to the way the tools function. While these tools also are visible in the Vegas Tools>Scripting menu, they are usually more than mere singular functions like most of the free scripts are. Few of the free scripts have an actual GUI that allow for user input, although several of John Meyer and John Rofrano's scripts offer some sort of user interface for purposes of providing input fields.



Some free scripts do offer a GUI such as this Render Image Sequence script that allows users to convert a video file to a series of jpg files

Paid scripts often provide dozens of functions under one GUI. For example, the VASST Ultimate S 2.0 interface provides well over 150 functions in one single GUI, allowing users to execute dozens of scripting functions in one keystroke or button push. One of the first paid-scripts was Roger Magnussen's Batch Render tool, which provides Vegas users the ability to batch-render a timeline to multiple file formats while leaving the computer unattended. As an example, suppose you have a project that needs to be rendered to:

- MPEG for DVD delivery
- AC3 audio for DVD audio delivery
- AVI format for print to tape
- Streaming format for internet delivery (low bitrate)
- Streaming format for internet delivery (high bitrate)
- Uncompressed 4:2:2 YUV file for archiving or later use as an uprezed file format for HD

delivery

A scripting tool such as Randall Campbell's Multi-Render can provide all these formats while leaving the computer unattended, such as late-night rendering or lunchtime rendering of the project. It can also be specified to render specific regions only, or entire projects, and does this with a single button click. Sony also provides a free script-based batch render tool, but it is not as robust as that offered by Peachrock.



Older Scripts:

Some of the free scripts found on the web were written for Sonic Foundry Vegas 4.0 software. In order for these scripts to function, you'll need to open them in NotePad and modify any lines that say "Sonic Foundry.Vegas" so that they read "Sony.Vegas" Then save these modified scripts to your Vegas 5 or Vegas 6 Script Menu folder. The older versions will now work in Sony Vegas software.

Look for a line near the top of the script like this:

```
import SonicFoundry.Vegas;
```

and change it to this:

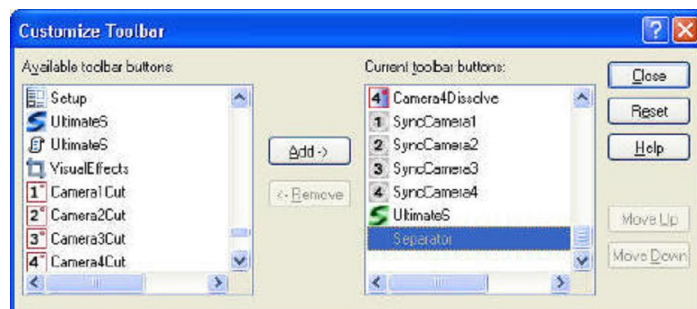
```
import Sony.Vegas;
```

You can find a zip file of already-converted older scripts on [Carson Calderwood's website](#).

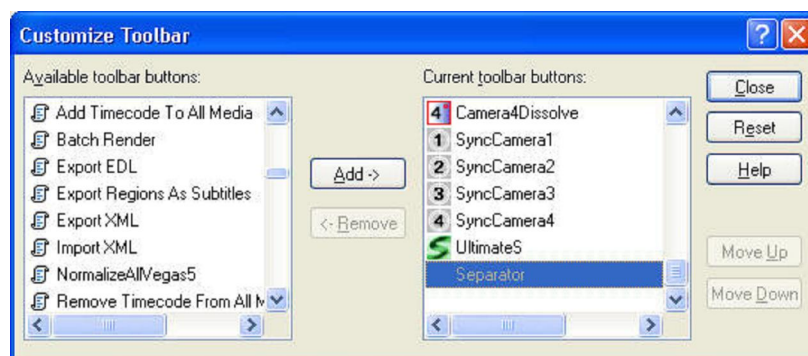
So you see, scripts can be very, very powerful while tapping into the heart of Sony Vegas versions 4, 5, or 6.0. Script authors like John Rofrano have provided custom scripts used by major network broadcasters, while other scripting tools are regularly used every day by event, wedding, corporate, and commercial editors so that they can save time, increasing revenue or just plain offering powerful creative inspirations.

Adding Scripts to the Toolbar:

Script buttons can be placed on the Vegas toolbar by double clicking the Vegas toolbar, and opening the Customize Toolbar interface. This dialog will appear:



Double click the icon/script that you'd like to place on the toolbar, and it will then be accessible from the Vegas toolbar. Free scripts rarely have icons associated with them, and they are fairly bland, but a mouseover will provide information about what script is associated with the button.



Notice that these scripts have no icon, and they'll appear on the toolbar with the "scrolled paper" look that you see to the left. The lack of an icon indicator doesn't make the script any less powerful; it's just not as pretty to look at.

To remove a script from the toolbar, double-click the toolbar again to re-open the Customize Toolbar dialog. Doubleclick the script icon to be removed in the right side window, and this will remove the script icon from the toolbar. This does not remove the script from the computer, and the script will be visible from the Tools>Scripting dialog. This menu dialog is where all scripts installed to the Script Menu folder may be found, regardless of whether the script has been linked on the toolbar or not.

This about wraps up the basic overview of what scripts can do. You'll find dozens of [free scripts on the VASST site](#), as well as eight purchasable script packages ranging from GearShift for HDV editors, to Ultimate S, the flagship of the VASST software tools. There are also links to [other scripting tools](#) available for Sony Vegas. Find out how you can reduce hours of mundane editing tasks using the scripting tools available for Sony Vegas software, you'll be glad you did.

Happy editing,

 Search the VASST site for other project files, tutorials, reviews, and more!

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