temDM Degugger

Installation: The plugins „temDM Debugger.gtk“ and „temDM extFrames .gt3“ should be placed in some plugins folder of DigitalMicrograph.
The script „find plugins folders.s“ included in the distribution package will help you to localize such folders. Open „find plugins folders.s“ in DigitalMicrograpgh and run it by pressing „execute“ or by pressing ENTER with holding the CNTR key. Read the list of available plugins folders. The first folder in the list is most appropriated for placing the temDM plugins.

Some folders can be hidden in Windows. If you do not see all folders, make them visible in Windows explorer:
Windows 7: „Organize“ tab – „Folders and search options“ – „View“ tab – click „show hidden files, folders and drivers“ checkbox.
Window 10: „View“ tab – click „hidden items“ checkbox.

Drop the plugins into the choosen Plugins folder.
Restart DigitalMicrograph.

To update the version, just overwrite the plugin of the previous version in the Plugins folder. This is needed to avoid confusion of DigitalMicrograph with loading ambiguous commands.

Alternatively, you can install the script manually in DigitalMicrograph.
Having “extended frames classes.s” frontmost click: “File” – “Install script”- “Library”-”OK”
Having “Strings112.s” frontmost click: “File” – “Install script”- “Library”-”OK”
Having “Debugger.s” frontmost click: “File” – “Install script”- “Menu command”-”OK”
In this way, you can modify the text of the script.

This simplest debugger might be of help in GMS 1 and GMS 2 versions of DigitalMicrograph. GMS3 is equipped with an inherent powerful script debugger. However, the Gatan debugger does not debug the script’s fragments running as threads. For that case, the temDM Debugger can be helpful even in GMS3.

Debugging the DM scripts requires to type a number of “result(…)” statements to localize the halting point and catch the wrongly assigned variables. The present package is not a comprehensive debugger but rather a simple helper to handle such “result(…)” statements

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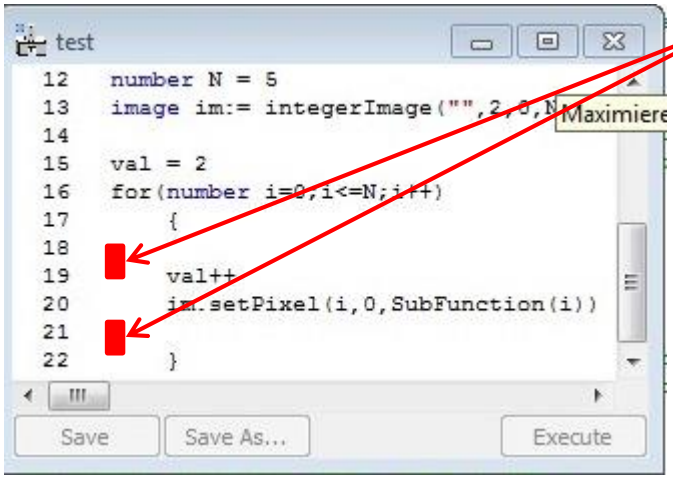
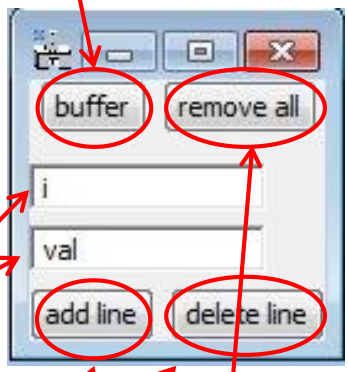
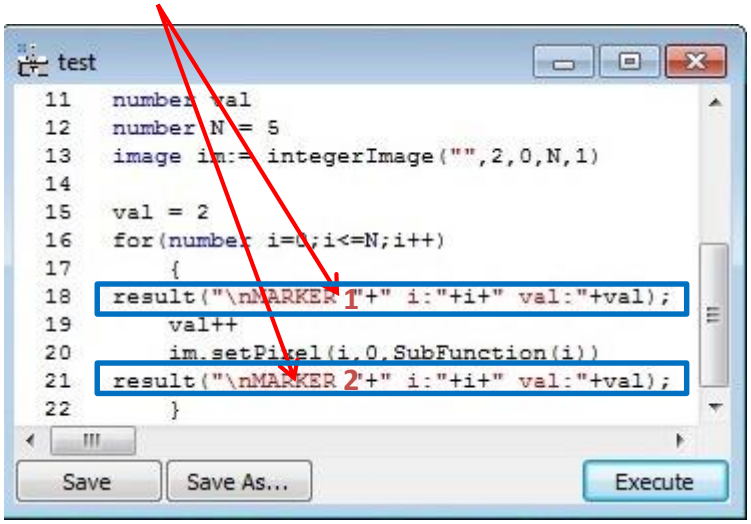


Click “buffer” to put the “result(…)” statement in the memory buffer. Then paste these statements in the script text by CNTR-V key shortcut.



You can monitor the values of the selected variables. Type their names in the text fields

It is recommended to type MANUALLY the sequential numbers to differentiate the markers



You might add more field or delete excessive fields

After the script halting point is localized, click here to remove all results(“\nMARKER…”) statements from the script. The debugged script window must be frontmost