

## Praat Scripting 05 Pauses

### 1. Controlling the user

You can temporarily halt a Praat script

`pause text` suspends execution of the script, and allows the user to interrupt it; a message window will appear with the text and the buttons *Stop* and *Continue*

`pause` The next file will be beerbeet.TextGrid

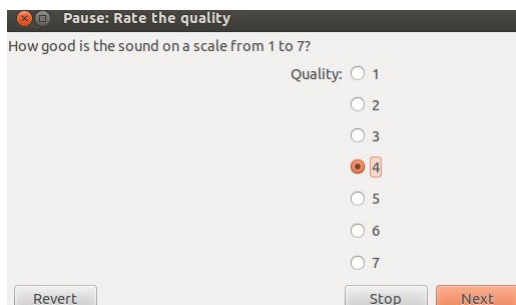


You can also include the same kinds of arguments as for a form. But to do so, you have to use a different syntax!

```

1 for i to 5
2   Read from file: "sound" + string$(i) + ".wav"
3   Play
4   Remove
5   beginPause: "Rate the quality"
6     comment: "How good is the sound on a scale from 1 to 7?"
7     choice: "Quality", 4
8       option: "1"
9       option: "2"
10      option: "3"
11      option: "4"
12      option: "5"
13      option: "6"
14      option: "7"
15   endPause: if i = 5 then "Finish" else "Next" fi, 1
16   appendInfoLine: quality
17 endfor

```



**rows 5-15** use the "new" syntax as already known from our other scripts, this is different to the syntax of the **forms**

**row 15** if *i* equals 5 the button to proceed will change from **Next** to **Finish**; the end of the argument *fi* equals the **endif** command used within a script; 1 defines the button that is highlighted

### File selection

If you want the user to choose a file name for reading (opening), use the following...

```

1 fileName$ = chooseReadFile$: "Open a table file"
2 if fileName$ <> ""
3     table = Read Table from tab-separated file: fileName$
4 endif

```

A window will appear and the user will be able to choose a (here:) table file. If the user clicks **OK**, the variable *fileName\$* will contain the name of the file that the user selected. If the user clicks **Cancel**, the variable will contain an empty string ("").

Do the following if you want the user to choose a file name for writing (saving)...

```

1 selectObject: "Sound example"
2 fileName$ = chooseWriteFile$: "Save as a WAV file", "example.wav"
3 if fileName$ <> ""
4     Save as WAV file: fileName$
5 endif

```

A window will appear and the user will be able to choose an appropriate file name (in this example a file name has been suggested: *example.wav*). If the user clicks **OK**, the form will ask for confirmation if the file name that the user typed already exists. If the user clicks **OK** with a new file name, or clicks **OK** in the confirmation window, the variable *fileName\$* will contain the file name that the user typed; if the user clicks **Cancel** at any point, the variable *fileName\$* will contain the empty string ("").

If you want the user to choose a directory (folder) name, do the following...

```

1 directoryName$ = chooseDirectory$: "Choose a directory to save all the new files
2 in"
3 if directoryName$ <> ""
4     Save as WAV file: directoryName$ + "/sound" + ".wav"
5 endif

```

A window will appear and the user will be able to choose a directory. If the user clicks **OK**, the variable *directoryName\$* will contain the name of the directory that the user selected; if the user clicks **Cancel**, the variable *directoryName\$* will contain the empty string ("").

2. Exercise 06

Write a script that...

- a) ... reads in all sound files of a directory
- b) ... creates a TextGrid for each WAV file
- c) ... pauses the script so that the user can set boundaries and annotate within the TextGrid
- d) ... saves the TextGrid and checks whether a TextGrid with the same name already exists (see `fileReadable`); if it does, pause the script to rename the object
- e) ... continues with the next sound file