

## Re: Looking for "Terminate Event" in Windows Script Components???

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Hi Al,

> Well, the class wouldn't be called (it's not a subroutine), but used to  
> instantiate objects based on the class (somehow I think you know of these  
> basics). The "packaged" (the OP's term) script (i.e. the .wsf file) would be  
> called (invoked, run) in the usual manner.

What is the "usual manner"? Bear in mind the "packaged script" is in a separate file?

>> I'm trying to  
>> think in terms of how command line parameters would be passed and  
>> validated to these packages...  
>  
> By the usual methods.

Hehe, that's what I'm trying to understand. This is a separate file right (?) so would it have <script> tags referencing the "packaged" file in the calling file, or would it be called from the CMD line?

The reason I ask is that there's a difference between "packaging" something that can merely be "run" by supplying command line parameters and "packaging" something using <script> tags in the caller, because in the latter case you'd need to make direct calls into Subs or Functions the packaged script. In the former case the packaged script would run as a separate process, but in the latter case it's merely shared blocks of code...

> The advantage of registering a WSC is that referencing scripts need not know  
> the name or location of the actual code. The name and location of an updated  
> copy could even be different without having to modify the referencing  
> scripts in any way. The disadvantage of using an unregistered WSC is that  
> referencing scripts need to know the name or location of the actual code.

OK.

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