

# Learning RhinoScripting: Getting Started

To run these scripts you need a **SCRIPT EDITOR** for this you have several options:

1. Use the built in **SCRIPT EDITOR** in Rhino.
  - Type `_EditScript` into the command line to activate it
  - OR click **Tools → Rhinoscript → Edit**This will open the ScriptEditor panel where you can copy and paste your scripts, and execute them. This also allows you to access the **Rhinoscript Help** from the Editor window menu.
2. Use an external **SCRIPT EDITOR** like JEdit or NotePad2 (Google Search them)  
These Editors have **SYNTAX HIGHLIGHTING** which will make it easier to read your scripts.
3. Download and install the Rhinoscripting **Plug-in: MONKEY** <http://en.wiki.mcneel.com/default.aspx/McNeel/MonkeyForRhino4>  
"Monkey is a new script editor in Rhino4 which can be used to edit, run, debug and compile scripts." This is a **SCRIPT EDITOR** with **SYNTAX HIGHLIGHTING** that runs directly in Rhino

I highly recommend working with the plug-in "Monkey" .... It will make you life easier in the long run.

## Using the Rhinoscript examples:

For all of the examples – you can copy and paste them into your **SCRIPT EDITOR**, then execute them in Rhino by clicking the "execute script" button.

The first 4 scripts in this set show how to **CREATE** basic objects.

The remaining scripts show how to **TRANSFORM** (move, copy, rotate, scale) objects. For these scripts you will need to **create an object** (box, sphere, surface, cone, cylinder.... Whatever... ) **before running the script**.

**Everyone** is welcome to use, copy, modify, and otherwise exploit any of my scripts. My hope is that as many students as possible will use them to get started with programming in Rhinoscript. More scripts will be added over time to make the teaching of Rhinoscripting more comprehensive with a focus directed towards formal geometry and architecture.

## Rhinoscript resources:

The most important thing to know about any new programming or scripting language is **HOW TO GET HELP!** Rhinoscript has a very comprehensive and large community of people who are interested in pushing the limits of what Rhinoscript and Rhino can do. This makes Rhinoscript a very "social" programming language. It also means that a large amount of programming is **CUT & PASTE**. Bellow are many interesting links. Feel free to copy and use code, but also remember to give credit to all of the authors. This makes it easier for us all to do good work that is well published.

[Rhinoscripting WIKI](#)

[Rhinoscripting101](#) - Learn Rhinoscripting - This is the starting point tutorial for learning rhinoscripting, by D. Ruttan

[Reconstructivism](#) - David Ruttan's website and source for sample scripts and tutorials

[Jeneratiff](#) - Stylianos Dritsas website - A good source for sample scripts and tutorials

[GeneratorX website](#) - external website for some crazy Rhinoscripting action

[theverymany](#) - additional Rhinoscripting action

[scriptedbypurpose](#) - a book and reference resource and links for scripting and rhinoscripting

[Rhinoscripting playground](#)

[IAP Rhinoscripting course results](#)

[BSU - Rhinoscripting Library](#) - scripts submitted to an online WIKI by students at Ball State University

**Note:** Due to the **UNICODE** format being used by monkey and a mismatch with the code type used by the EPFL WIKI, sometimes there are symbol characters added to the first characters of the script. ALL SCRIPTS BEGIN WITH "Option Explicit" if there are any characters before the "O" then delete them from your script.