Script (Add Script)

Overview

The **Script Info** section allows administrators to create, manage, and configure custom scripts within the application. Scripts can be used to add custom functionality, execute JavaScript code, integrate third-party services, or extend the application's behavior wherever script support is available.

Add Script

To create a new script:

1. Navigate to **Scripts → Script Info**.
2. Click **Add Script**.
3. Enter the **Title**.
4. Enter a unique **Slug**.
5. Write or paste the required code in the **Editor**.
6. Preview the script if required.
7. Click **Submit** to save the script.

If no script is added, the system displays:

> **Please add a script first.**

Script Details

The following fields are available while creating a script:

Field	Description
Title	Enter a unique and meaningful name for the script.

Field	Description
Slug	Enter a unique identifier used to reference the script.
Preview	Displays a preview of the script before saving.
Editor	Code editor used to write or modify the script.
Code	Displays the script content.
Script	Contains the custom script or JavaScript code to be executed.

Script Mapping

After creating a script, administrators can associate it with specific application content.

A script can be mapped to:

- Categories
- Products
- Packages (where supported)

Mapping ensures that the script executes only for the selected content instead of affecting the entire application.

For example:

- A script mapped to a **Category** will execute only when that category is accessed.
- A script mapped to a **Product** will execute only for the selected product.

This provides better control over where and how custom scripts are applied.

Code Copy to Editor

The **Code Copy to Editor** option allows administrators to quickly copy the generated or existing script into the editor for further modification.

This helps simplify editing without manually copying and pasting the code.

Submit

After completing the script configuration and mapping, click **Submit** to save the script.

Once submitted, the script becomes available for use within the selected Categories, Products, or other supported modules.

Manage Scripts

Administrators can:

- Create new scripts.
- Edit existing scripts.
- Preview script content.
- Write custom JavaScript code.
- Copy code into the editor.
- Map scripts to Categories and Products.
- Update or remove script mappings.
- Save scripts for use within the application.

Best Practices

- Use meaningful script titles.
- Keep the **Slug** unique for every script.
- Test scripts before deploying them in production.
- Map scripts only to the required Categories or Products.
- Review the script code before saving.
- Update scripts carefully to avoid affecting dependent features.

> **Important:**
> A script is saved only after clicking the **Submit** button. Before saving, verify the script code and ensure it is mapped to the correct **Category** or **Product**. You can use the **Code Copy to Editor** option to quickly copy and modify existing code before submission.

Revision #3
Created 2026-07-13 04:27:15 UTC by Akshit Jain
Updated 2026-07-16 04:47:20 UTC by Akshit Jain