ram:CliCommands

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	TITLE : ram:CliCommands		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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ram:CliCommands

1.1   Main

```
                        Guide for the commands in GUIs:C
         =====================================

These commands are used in various guis contained in the Gui4Cli
archive. They are all pure and can be made resident. They are
CLI commands - do not run them from the Workbench. Although they
were writen for use with Gui4Cli, they can be used anywhere else
too (like DirOpus, DM etc).

CLI Commands :
===============


             FSearch
             FILE/A,STRING/A,I=INSENSITIVE/S,FLAG/S,NUM/S

             Rep
             FromFile/A,String/A,ToString/A,ToFile,I=Insensitive/S

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             JoinGuide
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             ProgTime
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```

```
                MoveScreen
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                WBScreen
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                ComLine
                <command line>
```

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1.2 ComLine

```
    ComLine  <command line>
```

This may well be the most useless command in existence..
All it does is repeat the command line you throw at it.

It's reason for existing is for testing command lines.
(look at guis:tools/rtn/FindFile)

1.3 FSearch

```
  FSearch  FILE/A,STRING/A,I=INSENSITIVE/S,FLAG/S,NUM/S
```

  - Command for finding strings in files.

Ok.. let's face it.. FlashFind (in which, I'm now sure, black
magic has been used), can not be beaten for searching files.

FSearch though, for some reason, is faster for programs like
Gui4Cli, DirOpus etc where the files have to be given one at a
time to the command.

FSearch can also search binary files.

Use : Rep File/A, String/A, I=INSENSITIVE/S, FLAG/S, NUM/S

where :

```
File        - is the file you want to search.
String      - The string you want to find.
INSENSITIVE - (Optional) Make the search case-insensitive
FLAG        - (Optional) Just check if the string exists and print
                          the file name if it does.
NUM         - (Optional) List line numbers only, after file name.
```

- Only file names of files actually containing something are printed.

- Use FLAG and NUM together to get the filename + first line No
  found (or nothing if string is not found).

- FSearch does not recursively search sub-directories, except if
  you use it with the Gui4Cli "action cli" command.

1.4 grx

```
   GRX  PORT/A, COMMAND/F/A
```

The purpose of this command is to send ARexx commands to the
given PORT.

Example : GRX Gui4Cli GuiLoad Guis:Demo.gc

I wrote this for Gui4Cli but you may use it for any program which has
an ARexx port. Just state the PORT and the COMMAND you want to send.

RexxMast need not be running.

1.5 Guide

```
    SplitGuide  GUIDE/A,DIR
    JoinGuide   SOURCE/A,GUIDE/A
```

These 2 commands were used in making the Gui4Cli guide.

Splitguide - will split an AmigaGuide document into files, each node
              becoming a file with the same name as the node.
  GUIDE - is the guide name
  DIR   - (optional) is the dir to place the resulting files.
     if DIR is not declared, they will be placed in ram:

JoinGuide   - will join all the files in a directory into a complete
         AmigaGuide document, also making an INDEX of the nodes.
  SOURCE - is the name of the DIR where the files (nodes) are
  GUIDE - is the name of the resulting guide.

I made these because I find it a lot easier to work with small files

than with a huge 200k bugger..

1.6 MoveScreen

```
   MoveScreen   SCREEN/A,DISTANCE/N/A,STEP
```

This is a little command to move a screen up or down.
This command will not change the world as we know it, but still..

```
  SCREEN    is the name of the screen that gets moved
  DISTANCE  is the number of pixels to move it (+ or -)
  STEP      (optional) is the pixels to move each time
```

1.7 Nodes

```
 GetNodes and WriteNode commands
----------------------------------------
```

These programs are meant to be used with the Gui4Cli help system.
They will act on AmigaGuide files.

```
GetNodes :
-------------
```
GetNodes will extract all the nodes an AmigaGuide document has and
save them in a list with the OffSet into the file and the Length
of each node.

Template :

```
GetNodes GUIDE/A,FILE/A
```

```
GUIDE   the name of the guide
FILE    the name of the file to save the nodes list in.
```

```
WriteNode :
-------------
```
WriteNode will extract the text of the given node and save it in a
file RAM:GUIDE.txt. From there, it can be read into a G4C lister.
START and LENGTH are the values saved out by GetNodes.

Template :

```
WriteNode GUIDE/A,START/N/A,LENGTH/N/A
```

```
GUIDE   the name of the guide
START   where the node starts
LENGTH  length of node text
```

The text will be formated in a non-AmigaGuide format.

1.8 ProgTime

```
ProgTime <command line>
```

- measures how fast a CLI command executes

```
Use     : ProgTime <command line>

ex      : Progtime Fsearch MyFile SomeString
Result  : PROGRAM TIME : 0 minutes, 4 seconds, 15 ticks
```

1.9 Rep

```
  Rep FromFile/A, String/A, ToString/A, ToFile, I=Insensitive/S
```

FromFile   - is the file you want to convert.

String   - The string you want to replace

ToString   - What you want to replace it with

ToFile   - (Optional) the name of the output file. If this is not
               given, then the INPUT FILE WILL BE OVERWRITEN!

Insensitive - (Optional) Make the search case-insensitive

example :
rep df0:MyFile ThisString ThatString Insensitive

- will replace all occurences of "ThisString" (or THISstring, or
  ThIsStRiNg etc) with "ThatString" and save it over the original
  file.

1.10 WBScreen

```
  WBScreen  OPEN/S,CLOSE/S
```

This command will open or close the WB screen (no extra points for
having already guessed that..)

WB will be closed *if* possible - i.e. if all windows are closed.
Otherwise a return code of 5 (WARN) will be returned.

    I should really add this fuction to Gui4Cli but..

1.11 Wrap

Wrap FILE/A,NEWFILE,L=LENGTH/K/N,TAB/K/N,P=PARA/K/N,STRIPCR/S,ADDCR/S

- ReWraps a text file - many options

FILE   = Must be given. It's the file which you want to rewrap and
           it must be a text file!

           WARNING - if you re-wrap a binary or a PowerPacked
           or XPK etc file, the file will become trash!

NEWFILE = This is the name of the output file. If it is not given,
           then the input FILE will be overwriten!

LENGTH   = The new line length you want. If this is not given, the
           default is 1000 characters, which results in leaving
           the line length same (unless you have lines over 1000
           characters long). If the Length given is too small to
           fit a single word, then the word will be split.
           Max length is 1000 characters.

TAB   = If this option is given, then any tabs found will be
           dealt with in accordance with the number of spaces
           specified, and be converted to spaces. Maximum tab size
           is 80 characters.

           Warning If TAB size is not declared, all tabs will be
           deleted. This is not as bad as you may imagine, since Re-
           wrapping files with a lot of tabs looks ugly anyway..

PARA   = This option is weird but usefull. It lets you define the
           number of NEWLINE characters that Wrap will read before
           puting 1 NEWLINE character. Most text documents have a
           NEWLINE character at the end of every line, and 2 NEWLINES
           to denote a paragraph.

           So if you put PARA=2 you will get much better formated text
           because the single NEWLINE characters will be ignored.
           This option also allows you to re-wrap files to a longer
           line length than the original file.

           The default is PARA=1, i.e. leave them un-altered.
           Maximum is 30 newline characters.

STRIPCR = Strips those PC Carriage Return charaters.

ADDCR   = Adds Carriage returns after every NEWLINE character, so
           you can tell PC users what you really think..

           By declaring both STRIPCR *and* ADDCR you could ReWrap a

```
          PC file and keep it in PC format.

Example :
Wrap MyFile MyOutputFile LENGTH=60 TAB=5 PARA=2 STRIPCR
```

1.12   Index of ram:CliCommands.guide