

ShellScr

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Chapter 1

ShellScr

1.1 ShellScr v1.3 documentation

ShellScr v1.3

Introduction

General usage

ShellScr options

ShellScr history

Credits

ShellScr is a program to open a full-sized shell on it's own public screen.
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1.2 Introduction

Instead of using the shell in a window and risk clutter on your Workbench, why not let a shell have it's own screen? ←

ShellScr is a tool which opens a new PUBLIC screen and opens a fullscreen sized shell on it.

After all the windows on the public screen close, including the shell itself, the screen closes.

How to use ShellScr.

1.3 Using ShellScr

ShellScr requires Workbench 2 or better to run.

The included "GetModeID" program requires asl.library from Workbench 2.1 or better to run, it also works if you have ReqTools and ReqPatch installed.

To start ShellScr, simply double-click on ShellScr's icon, or type "ShellScr" at an already opened shell. You will then get a new shell on it's own screen. The screen is a clone of the default public screen (usually the Workbench screen), but this can be changed with options

.

You can launch as many copies of ShellScr as you want.

If you shift-select a file or directory from the Workbench, then run ShellScr, you will start the shell in that directory. This will also work if you select a file or directory, and start ShellScr on this directory with a "ToolsDaemon" or "ToolManager"-like 'dock' program.

The shell can be closed at any time, by pressing CTRL-\, or typing EndShell at the shell prompt. However, the screen will only close when all the windows on it are closed. Usually the shell is the only window, so the screen goes away when the shell does.

ShellScr options

1.4 ShellScr options

You may change how ShellScr operates using the following options.

You may set them from the shell, from tooltypes of the ShellScr program, from the tooltypes of an icon whose default tool is ShellScr, from the tooltypes of an icon or drawer that is multi-selected when starting ShellScr, or from the tooltypes of an icon which is selected while starting

ShellScr as a WB command of ToolsDaemon or ToolManager, or another such 'dock' program.

PUBNAME

MODEID

DEPTH

TITLE

CONSPEC

NOTITLE

1.5 PUBNAME option

WB: PUBNAME

Shell: PUBNAME=NAME

This is the public name that ShellScr will give to the screen it creates.

The standard public name is SHELL_XXXX, where XXXX is a unique ID code for that particular shell.

You are advised not to use this option unless necessary, as when you open one shell with a name, you cannot open another shell with that name at the same time. Please take a look at the program MultiCX, which has options to create a 'magic' public screen name for the frontmost screen, whatever it may be.

If you want to set the text on the screen's titlebar, please use the

TITLE
option.

1.6 MODEID option

WB: MODEID

Shell: MODEID=ID/N

This is the ModeID for the screenmode you want the screen to be. It specifies what monitor and resolution ShellScr's screen should use.

ModeID has to be a decimal number, you should use the included GetModeID program to find the number you need. Run it from the shell, and a

ScreenMode requester will appear on the Workbench screen. Select the mode you want and then click on 'OK'. The requester will close and the required MODEID value will be printed at the shell.

Try out ShellScr with GetModeID

If you do not specify a ModeID, the default is to use the same screenmode as the default public screen (usually Workbench).

Also see the

DEPTH
option, for setting the number of colours on the screen.

1.7 DEPTH option

WB: DEPTH

Shell: DEPTH/N

This is a decimal number of how many bitplanes you want for the screen, between 1 and 4, or between 1 and 8 on machines with the AGA chipset or similar enhanced graphics card. The more bitplanes, the more memory the screen takes up. The default is 2 planes, 4 colours.

Graphics card owners: Note that although you can specify the shell to use one of the graphics-card's screenmodes with the

MODEID
option, you cannot

get a 'highcolour' or 'truecolour' shell. I hope you don't mind!

1.8 TITLE option

WB: TITLE

Shell: SCREENTITLE=TITLE

This is the text that will go in the titlebar of the screen. This option is here, as the shell you open will not have a titlebar of its own.

The default text in the titlebar is 'AmigaShell'.

To remove the titlebar altogether, see the

NOTITLE
option.

1.9 CONSPEC option

WB: CONSPEC

Shell: CONSPEC=WINDOW

This is by far the most technical setting of ShellScr. You don't have to use this option if you don't want to!

This is the specification of the console window to open on the public screen. It should contain two "%s" signs which will be replaced by ShellScr for certain values. The first "%s" will be changed to the coordinates and size of the window, in the format "l/t/w/h", eg "0/11/640/253" on a 640x256 screen. The second "%s" will be changed into the name of the public screen we are using. The window should be a backdrop borderless gadgetless window with no title. For example, the default is "CON:%s//BACKDROP/NOBORDER/SCREEN%s". If you use the ViNCED package, a good setting is the following:

```
VNC:%s//SCREEN%s/SHELL/BACKDROP/NOBORDER/NOCLOSE/NOSIZE/NODRAG/NODEPTH/MENU/
NOPROPX/NOPROPY/NOBUTTONS/NOICONIFY
```

You may want to read the information about
window-size calculation

.

1.10 NOTITLE option

```
WB: NOTITLE
```

```
Shell: NOTITLE=HIDETITLE/S
```

This specifies that the screen should have no titlebar whatsoever, so you get the entire screen.

```
Window-size calculation
takes this into account.
```

Note that the normal CON: window looks ugly with this option! It is best reserved for a handler like VNC: that really will use the full screen.

1.11 Window-size calculation

The window size calculation for ShellScr is as follows:

First, the width of the window is always the entire width of the screen.

Now, if you are happy with the default CON: window, and do not specify an alternative CONSPEC, then the vertical height of the window will be `height_of_the_screen - 3`, due to the fact that CON: looks best with this setting, its unusable titlebar is covered by the screen titlebar.

If you use a custom CONSPEC, ShellScr makes no such assumptions and uses `height_of_the_screen - height_of_the_titlebar` as the vertical size, if you use the new NOTITLE option then there is no titlebar and you get the whole screen for the shell.

1.12 ShellScr history

1.0: First release

1.1: Added options

```
PUBNAME
,
MODEID
,
DEPTH
,
TITLE
and
CONSPEC
.
```

Use System() instead of Execute().
Tidied up source a bit.

1.2: Made a few more checks on stuff.

Added

```
NOTITLE
option.
```

Better

```
window size calculation
Now sets currentdir and paths properly from Workbench.
```

1.3: Now parses icon tooltypes.

Now uses default screen's colours
Tidied up documentation.

Future development

1.13 Future prospects for ShellScr

ShellScr is almost complete.

The only other things I thought it could do with are:

Font option.

Internal font/screenmode requesters.

'Alternative shell' option (????)

Any further suggestions from you are also welcome.

Send them to me.

1.14 Credits

ShellScr was conceived from the assembler program 'scrsh' by Kyzer/CSG.

ShellScr was written by Kyzer/CSG in Amiga E 3.3a, based on the source scrsh.asm by Kyzer/CSG, the RKM source clonescreen.c, and the source to dospath.library by Stefan Becker.

Best wishes to the following people:

Frank Bunton, who asked for the colours options.

Thomas Richter, for 'fixing' WBLoad, and for ViNCeD!

Wouter van Oortmerssen, for the E language.

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