# ADB09

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# Chapter 1

# ADB09

## 1.1 AmigaDOS For Beginners - Part 9 - The RUN Command

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                AMIGADOS FOR BEGINNERS

BY FRANK BUNTON

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PART 9 - THE RUN COMMAND

Location     - v1.x - "c" directory
             - v2+ - Internal

Purpose      - To make a program operate in a background CLI process.

Availability - All AmigaDOS Versions


                 General Usage

                 Extra Facility
                === End of Text ===
```

## 1.2 Part 9 - The RUN Command - General Usage

```
                General Usage of RUN

The syntax for this command can be one of:-

  RUN filename

  RUN filename +

There are no options.

I will explain the use of the + under the heading
```

```
                Extra Facility
                . Forget
about it for the time being.

Although RUN will not give an error if no file name is supplied, it is
a bit pointless to do so!!

I said in Part 4 Using Shell & CLI that you start off a program from
a Shell/CLI window by either of:-

  > ProgramName
  > RUN ProgramName

In explaining the difference we need to understand that an I/O
(Input/Output) Window is one in which a program can display its output
for the user to see and in which the user can interact with the program by
entering data from the keyboard or using the mouse.

Launching a Program Without The RUN Command

When launching the program without the RUN command, the program normally
takes over the CLI process from which it was launched. Thus there will
be no prompt displayed in the window, and the window cannot be used for
anything else until that program has been exited.

Some programs will use the Shell/CLI window from which they were launched
for their I/O operations. Others will open their own I/O window but still
leave the Shell/CLI from which they were launched useless for other
things.

However, some programs have been written in such a way that they detach
themselves from the CLI process from which they were launched even if RUN
is not used. They open their own I/O window and so the original Shell/CLI
window is left completely free for other things.

Launching a With The RUN Command

The use of the RUN command tells AmigaDOS to operate the program in the
background. This means that it will be allocated its own CLI process and
therefore it will not take over the process from which it was launched.
As it is run as a background process AmigaDOS does not open an I/O window
for it even though it has a process number allocated to it.

This is very handy for programs that do not need to need to have any I/O.

If the program does need to have I/O but does not open its own window
then it uses the window of the process from which it was launched. In
theory, this window is free for others things but it makes it very difficult
if you are trying to do something in it and the other program is busy
outputting to the window!

In this sort of situation it is best to open a new Shell/CLI window, start
up the program in that, and go back to your other Shell/CLI window for
your other things.

=== End of Text ===
```

## 1.3 Part 9 - The RUN Command - Extra Facility

An Extra Facility With RUN

Skip this part of the article if you like. It is unimportant, rather obscure and, to my mind, useless. I include it for those who may be interested.

If you add a plus sign (+) to the end of the RUN command line, as in:-

```
  > RUN programname +
```

then press return, the program will not be run immediately. AmigaDOS will wait for you to add another command line. However, there will not be any prompt showing. A number of command lines can be entered in this way and they will be put into a queue until a command line is entered without the plus sign.

The extra commands added in this way need not have RUN in them. Only the first one in the chain has to have RUN.

Once the return key has been pressed on a command line without the plus sign, the commands in the queue will start to be operated in the order in which they were entered.

Even though programs queued in this way are launched with the RUN command, the next command line in the queue will not be operated until the previous program has been exited or has finished its job unless that previous program detaches itself from the CLI process.

=== End of Text ===